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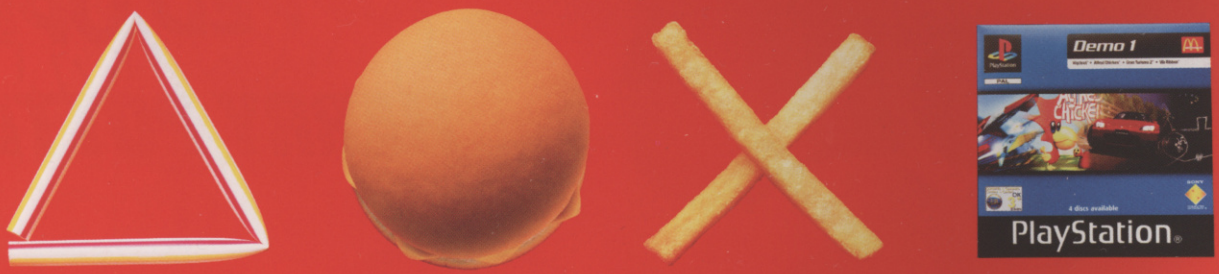

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WORLD FIRST! In-depth Playtest

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SUNSHINE ON A RAINY DAY

While I write this, it's chucking it down with rain outside. The typical British summer is in full effect, meaning we all miss out on a tan while we sit in and play Spider-Man and Medal Of Honor: Frontline through to the very end.

But even if you're jetting off for a week on some sun-kissed Spanish beach, let CVG brighten up your day and bring some sunshine into your life – Mario Sunshine, that is. You already know this is going to be THE one to watch on GameCube, but inside the pages of this issue of CVG is the only place where you'll get never-before-seen artwork and screens of Nintendo's prize plumber in action. Our experts wrestled their past crowds of hungry gamers to play Super Mario Sunshine more than any other mag.

We can let you in on all the secrets and cool stuff to expect, so you'll know exactly what it's like to play.

Is it any good? Course it is. I won't go into detail here – you'll have to turn to page 20 for the full CVG low-down – but let me say just one thing: Mario does so little wrong, it's almost like the sun shines out of his arse. Literally.

Editor

RATED!

BUFFY THE VAMPIRE SLAYER

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WHY It's gonna set PS2 on fire

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Prepare to pap yourself! This horror monster is exclusive to GameCube and, no surprises, CVG's got the scoop!

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HARRY POTTER AND THE CHAMBER OF SECRETS

The Hogwarts Hero is on EVERY format, and we've got 'im first!

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WIN WITH TRAILBLAZER

Massive giveaway time! We've got two PS2s, an Xbox, DVD Player, Buffy box-set and loads of games up for grabs. Just answer a few simple questions!

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BE BETTER THAN YOUR MATES

MEDAL OF HONOR: FRONTLINE

Every level ripped apart at the seams

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How to beat all those pesky bosses

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Part 2 of CVG's Lara poster

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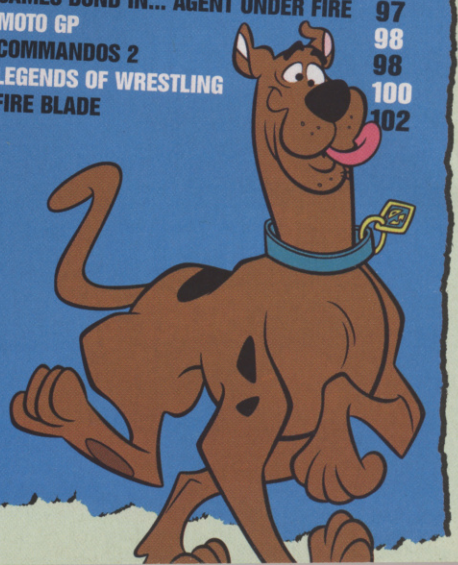
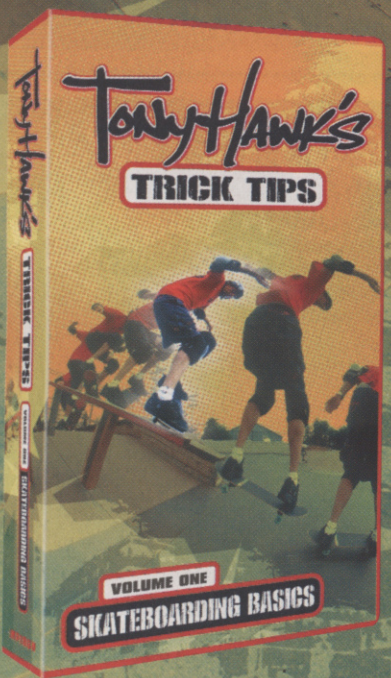


Tony Hawk's

TRICK TIPS



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PLANET CVG

THE HOTTEST GAMES & GOSSIP FROM AROUND THE GLOBE

Games Only For Nintendo?!

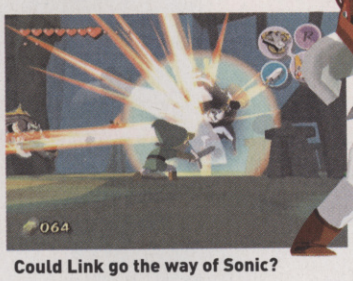
NEW NINTY HEAD HINTS AT COMPANY FUTURE

We pray it's all a pile of Bowser poop, but Nintendo seems to have dropped a hint that it may STOP making consoles at some point.

The Japanese home of Mario, Zelda and the gang has always produced both consoles AND games, but this could all be set to change. New Ninty president Satoru Iwata has stated that the firm plans to concentrate on making great games and exploring "new ways to surprise people".

Financial blokes who get paid lots of money to analyse announcements like this reckon Nintendo may be signalling it could eventually drop out of the hardware race with Sony and Microsoft if the Cube does another N64 – i.e. doesn't perform as well as had first been expected.

Could Sunshine be on PS2 one day?



Could Link go the way of Sonic?

"We can't be optimistic about the market," said Iwata. "No matter what great product you come up with, people get bored. I feel like a chef cooking for a king who's full.

"We're reaching the limits of how far we can appeal to consumers by boosting the machine's performance or providing more compelling graphics and sound," added Iwata.

Could this be a sign, perhaps, that Nintendo feels its game-based consoles will no longer compete with Sony and Microsoft's multi-functional creations? We certainly hope not.

NINTY GOES FOR THE BIG SELL

Nintendo has announced it wants to sell 50 million consoles by March 2005, having shipped four million since the launch in September. Some cracking games are waiting in the wings, including Res Evil series, Wario World and Legend Of Zelda.

XBOX OUTSTRIPS CUBE?

Sales of Xbox in Japan rose above GameCube for the first time last month. Microsoft's attempt to dent the patriotic Japanese market was aided by an Xbox price cut, and one week last month, it outsold the Cube by more than 2,000 units. Probably just a blip though.

Brrr! We're shaking already

Please no, no, noooo! Oh yes

More dome-capping Scope style

Silents Are Golden

Here's some more shots of Silent Hill 3 for the PS2 to tease you. Konami reckons this one will be "the most horrifying yet".

Otherwise the recipe will remain the same, with players promised more puzzles and better graphics but familiar gameplay.

Carrying on with the 'silent' theme (ho, ho), keep your eyes peeled for Silent Scope, the cool sniper arcade hit on Game Boy Advance – as well as Silent Scope 3 coming to PlayStation 2. Both are expected later this year. We'll keep you posted.

Made-Up Mario?

Nintendo has confirmed that an Internet teaser trailer for a new Mario game called Mario Universe is a fake.

The movie appeared to show Princess Peach and Mario in a new GameCube platformer, but just hours after it appeared on US sites, Nintendo said that no such game existed.

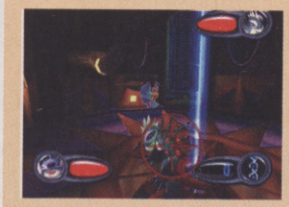
Fake off, Mr Universe

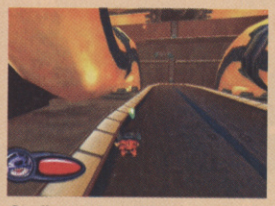
Rumours that Zelda's Link might be making an appearance in Soul Calibur 2 were also being described as "smelling like a tramp's socks" by industry experts (i.e. us).

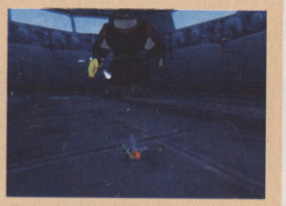
To cheer you up, here's some GENUINE new GBA Pokemon art from Ninty! Hi chubby!

The Stitch On Time

NEW PS2 SHOTS OF EXPERIMENT 626


Stitch is created by Jumba


Surfing and cycling mini-games


Terrains include Alien Jungle

Don't worry. Stitch: Experiment 626 may sound like a dodgy horror movie on Channel 5, but it's actually a new 3D platform game coming to PS2.

You play Stitch, who's been experimented on to create a genetic mutant. Freakily, he now goes by the name of Experiment 626 (hence the title of the game). He's forced to go on the run with intergalactic bounty hunters on his ass – as well as Experiment 621, an altogether meaner version of Experiment 626. Naturally, it's your job to steer Experiment 626 to safety by crashing, smashing and demolishing your way through the game. You can expect it to be on time for release later this year.

Confusingly, though, Stitch is the next-gen PREQUEL to Lilo & Stitch: Trouble In Paradise on the PSone, a platform adventure based on the new Disney movie.

JAP SERIES ON GBA AND PS2!

Say Hello To Yu-Gi-Oh!

Yu-Gi-Oh! is a hugely popular Japanese series that began life as a trading card game – a bit like Pokemon, except with added strategy elements.

It's since become a TV series, board game and cult classics on Game Boy and PSone. Now two new GBA games and a PS2 title are in the works, so check 'em out...

YU-GI-OH! DUELISTS OF THE ROSES
FOR: PS2
WHEN: Later this year

Focusing on the adventures of Yugi and Kaiba, the two fighters will battle each other, as well as characters from the TV series.

When released, the game will boast 680 3D-rendered monsters, an all-new duelling system and some very cool-looking graphics.

Monsters are 3D-rendered

The game name may change

YU-GI-OH! DUNGEON DICE MONSTERS
FOR: Game Boy Advance
WHEN: Autumn

Based on the forthcoming strategic board game, in singleplayer you'll have to enter tournaments and battle over 80 opponents from the TV series, while linking up for head-to-head battles as well as trading dice and getting new monsters. The 100-plus beasties featured include Black Magician Girl.

YU-GI-OH! THE IMMORTAL DUELIST'S SOUL
FOR: Game Boy Advance
WHEN: Later this year

Of all three games, this sticks closest to the card game, allowing players to duel against computer opponents as well as trading cards with mates.

Yu-Gi-Oh! follows the adventures of a boy called Yugi, who posseses the Millennium Puzzle which lets him transform into Game King if challenged.

He looks pretty feral to us

MORE APE ESCAPADES

We're pretty sure that's not how you play tennis

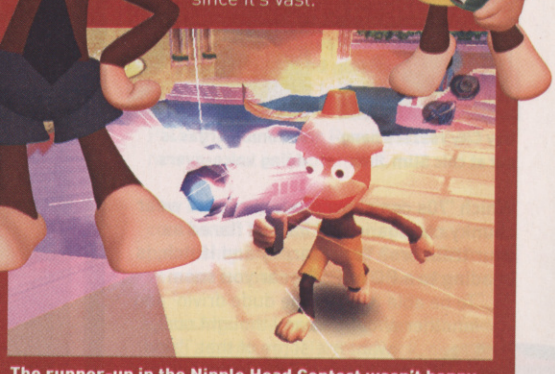
My Mate Primate

Erk! Apes are on the rampage. They're dressed in all manner of weird outfits and all you can do to stop them taking over the world is chuck your – erm – 'banana boomerang' at them.

Yes, it's another outing for the crazy primates who first graced our PSone screens two years ago. To catch apes you'll have to use a series of gadgets, including the banana boomerang and a water pistol, as well as mastering a variety of vehicles such as submarines, boats and even your own robot.

There's also a new feature, the Gotcha Box, which provides access to mini-games including Monkey Football and Monkey Tightrope, should you get bored of the main game – which is unlikely, since it's vast.

Apeing John Travolting: cue a million monkey puns


The runner-up in the Nipple Head Contest wasn't happy

Deathrow
Row, Row Your Boat

"It's a blend of Speedball for the Amiga, Unreal Tournament, Tekken3 and many other games," says Daniel Jeppsson, lead progammer of Deathrow for the Xbox.

The Marine team in action. Nice lighting

He's talking out of his backside, right? No game could mix the combat of Tekken, the first-person shooting style of Unreal Tournament and the mad future sports adrenalin rush of Speedball? Well, Deathrow tries.

There are 13 varied teams in the game, all playing a combat sport which is a bit like rugby, except played with a disc. Games themselves are absolute carnage, involving a mix of trampling opponents and picking team-mates to pass to. Hmm.

You can buy new players between modes

Huggy Bear Says Yeah

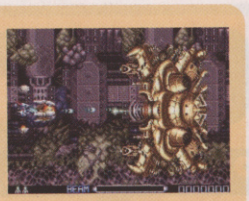
Bay City rozzers hang out at chic Slim Jims

Antonio Fargas is doing voice-overs

Which '70s cop show made it cool to wear chunky cardigans and hair as flared as your trousers? Yup, Starsky and Hutch, is heading to a PC or PS2 near you soon.

"To be able to have one dude drivin' and another shootin' man I thought cool, I want me some of that," said Huggy Bear actor Antonio Fargas. Allegedly.

The classic SNES version really rocked...



Lots of different types of Force power-ups

Our-Type!

Another SNES conversion for the GBA, only this time it's the classic R-Type III: The Third Lighting. Developer Raylight Studio promises a faithful conversion of the shoot 'em up, so expect some manic button action around Christmas.

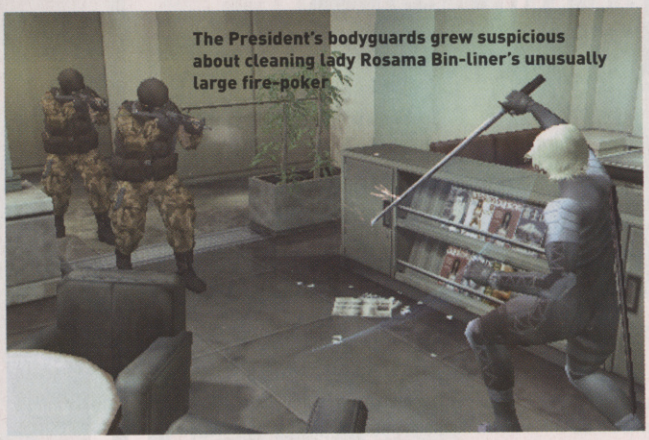
VF4 Evolves

Virtua Fighter 4: Evolution is hitting Japanese arcades soon, and it isn't just a minor upgrade of VF4. Goh Hinogami (Judo) and Brad Burns (Kick Boxing) are making debut appearances; new Mission, Quest, and Scramble Modes are being introduced; all the arenas have been overhauled; there are many more items to be had and there are loads of new moves. Much more next issue.

It's just a couple of months till VF4: Evolution hits Japan

"More Gear, M'dear?"

THAT SNAKE SKATE STUFF – EXPLAINED!



The President's bodyguards grew suspicious about cleaning lady Rosama Bin-liner's unusually large fire-poker

Regular readers may remember that last month we printed a picture of Snake crouching on a skateboard as part of our story about the new Metal Gear Solid game, MGS2: Substance.

Well, first things first. Snake will NOT be riding a board in the new MGS game. Instead, the shots of him skating are from Konami's new Evolution Skateboarding, for PS2 and Cube. Snake's an unlockable (now not very) secret character, and Konami sneakily cut footage of him in action into their E3 trailer for Substance. Naughty, naughty.

So, to sooth addled eyes and bamboozled brains, we've got a

Run For Your Lives!

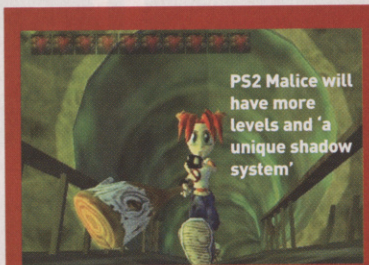
Dinosaurs in space! Inside-out dinosaur ripping unwary space Marines to shreds! That'll be Dino Crisis 3 on Xbox, then. Just one oh-so-tantalising shot to show you, but it's very tasty. The third in the series will be set in space and characters will zip around using jet packs!

Jango, Jango, everywhere

Yu Beauty!

But DC F355 was a tad tough... and, er, boring

Legendary games designer Yu Suzuki is the man behind F355 Challenge: Passione Rossa, for the PS2, where players will cane a Ferrari F355 around six circuits. Sony says the game, out in the US in autumn, is "one of the most accurate driving simulations on any games format". We'll see... eventually.



PS2 Malice will have more levels and 'a unique shadow system'

Malice In Wonderland

Previously billed as an Xbox exclusive, UK developer Argonaut has officially confirmed that adventure game Malice: Kat's Tale will now also be coming to PlayStation 2. Whoops.

That's a bit embarrassing for Xbox, so to distract you from that we can also reveal the other big news is American band No Doubt is providing songs to accompany Malice as she races through 22 levels of mayhem. Due for US release this autumn.

Goh slams Brad onto the cold, wet marble floor

All-new fighting arenas too!

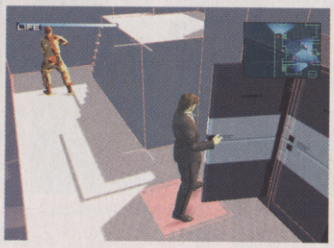
Expect more huge environments

Nice gloves mate. Bet they cost you

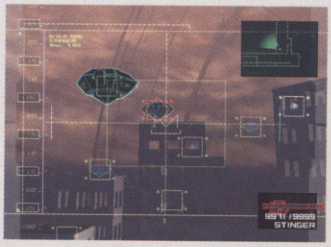
Quad Damage!

ATV: Quad Power Racing 2 is coming out across all next-gen machines, but these shots are from the PS2 version (although expect similar looks on Xbox and GC). The sequel features 17 tracks and ten riders, OTT controls and physics, and should be out at the end of this year.

Mixing Evolution Skateboarding and Substance footage was naughty of Konami



Ah... there's only one thing better than a VR mission – lots of VR missions



Take down the moving targets using your Stinger, Snake

couple more shots from Substance, which is coming out for Xbox, followed by versions on PS2 and PC. No, honestly.

Not quite a straight-up sequel to Sons Of Liberty, the game will give Xbox owners their first taste of Metal Gear, while for PS2 players, it's attractive mainly for bonus modes, loads of extra VR missions – as well as the chance to play through any section as Snake, rather than the less popular Raiden.

It's an update, sure, but we're well excited

Dance, Damn You!

You've seen crowds of kids caning it in the arcades, well now Dance Dance Revolution looks likely to appear on PS2 for the first time in Europe as DDRMAX. And about time too.

While DDRMAX has been officially confirmed for a US release at the end of this year, inside sources suggest a European outing seems probable, as the PSone's Dancing Stage Euromix has been a bit of a slow-burner hit. Will there be an official mat peripheral and will it be bundled with a copy of the game? We just don't know yet.

Capt Janeway's hair has a cameo role

A nuclear dog god is behind all this

The world's biggest party popper?

NEWS SHORTS

Games based on Marvel comics character Conan The Barbarian are in the pipeline from TDK, which promises 3D action-adventure games sometime in 2003.

Tomb Raider is coming to GBA, with Tomb Raider: The Prophecy pencilled in for a Christmas release. Lara's owner Eidos interactive has asked Ubi Soft to develop the game.

Meanwhile, the original Tomb Raider is being released for Windows Powered Pocket PC PDAs. Users can go to www.handango.com to grab a portable version.

EA's new MMORPG (that's massively multiplayer online RPG to you) offering 'the first persistent galaxy online' is coming along nicely. Earth & Beyond is out around autumn.

Five Xbox titles have had their prices slashed. Dead Or Alive 3, Project Gotham Racing, Azurik, Nightcaster and NBA Inside Drive 2002 all now sell for £39.99.

Eidos's massive new strategy game, Republic: The Revolution is confirmed for the autumn. Here's a new shot of the HUGE citizen sim.

Haven: Call Of The King will have a mix of playing styles including shooting, flying and platforming. when it comes out later this year.

PS2 survival horror Run Like Hell is now due out in September.

The old-skool Contra revival continues. The PS2 version looks promising (see p42), and now a GBA version is confirmed for November.

LucasArts' new (non-Star Wars) Cube sci-fi adventure, RTX Red Rock, sees aliens attacking humans on Mars.

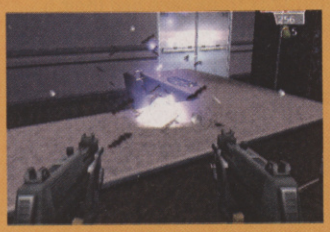
Red Death!

NEW SHOTS OF FPS FOLLOW-UP RED FACTION 2

You're storming a room rammed with the enemy. You're outnumbered but grit your teeth and keep blasting away. Your bullets are shattering glass, thumping into the wall tiles and destroying the furniture, while enemy fire is thunking into the scenery around you all the time. It's complete carnage.

No, it's not The Matrix, it's Red Faction 2 – out on PS2 at the end of this year and looking wicked.

Handguns are all well and good but real men prefer something bigger



The sequel's plot kicks off on earth, five years after the Mars rebellion

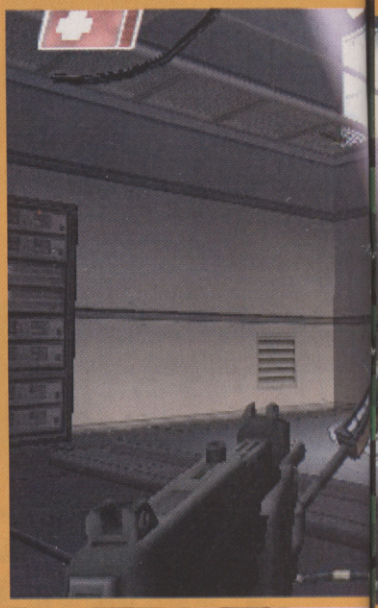
It's not all double pistols at dawn. Expect stealth and puzzle-solving too

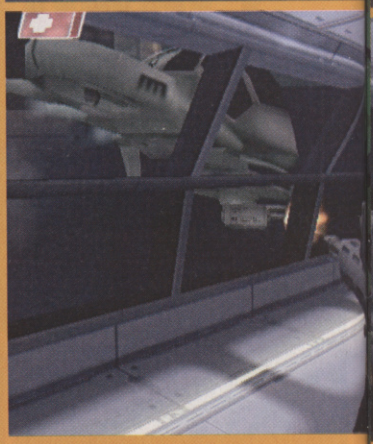
This first-person shooter has – wait for it – an 'enhanced arbitrary geometry modification engine', which sounds like a loads of codswallop, but is in fact the bit of the game that makes the scenery interactive. Not only will it make Red Faction 2 look and sound properly authentic, but in one scene you have to blast your way through walls to outmanoeuvre enemy guns.

Red Faction 2 will also have cool new features like multiple-ending storylines and all-new weapons to help conquer loads of missions over a number of levels, but it's the look and atmosphere of it which has us excited. Keep your eyes peeled.

Six super-soldiers unite to overthrow the evil dictator, Sopot

Yes, but we want to drive the tank,





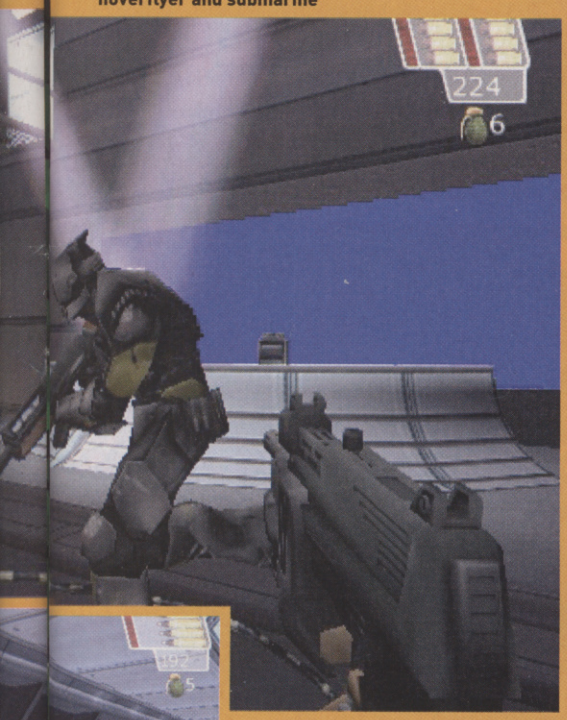
STREET

IN STOR ES

DATE		TICK BOX	NAME	FORMAT
JULY	5	■	AGASSI TENNIS	GBA
	5	■	ANTZ EXTREME RACING	XBX
	5	■	DRAKAN: THE ANCIENTS GATES	PS2
	5	■	ENCLAVE	XBX
	5	■	JEKYLL AND HYDE	PS2
	5	■	METAL SLUG X	PS1
	5	■	PINBALL CHALLENGE DELUXE	GBA
	5	■	PRISONER OF WAR	XBX
	5	■	RALLY 2002	PS2
	5	■	RED CARD	XBX
	5	■	SCOOBY DOO THE MOTION PICTURE	GBA
	5	■	STAR TREK VOYAGER: ELITE FORCE	PC
	5	■	SID MEIER'S SIM GOLF	PC
	5	■	WORLD RALLY CHAMPIONSHIP PLATINUM	PS2

DATE		TICK BOX	NAME	FORMAT
JULY	5	■	SSX TRICKY	GC
	5	■	TRANSWORLD SURF	PS2
	5	■	WARCRAFT 3	PC
	5	■	ZIDANE GENERATION	PS1
	12	■	CAPCOM VS SNK PRO	PS1
	12	■	DELTA FORCE: TASK FORCE DAGGER	PC
	12	■	FLINTSTONES: VIVA ROCK VEGAS	GC
	12	■	GAUNTLET DARK LEGACY	GC
	12	■	PRISONER OF WAR	PS2
	12	■	QUAKE 3 GOLD	PC
	12	■	RED CARD	GC
	12	■	RETURN TO CASTLE WOLFENSTEIN SPECIAL EDITION	PC
	12	■	SLAM TENNIS	XBX
	12	■	SOUL FIGHTER	GC
	12	■	ZOO CUBE	GC
	19	■	GRAN TURISMO CONCEPT	PS2

hoverflyer and submarine



One-player has a strange plot but multiplayer allows you to create your own bots!

FOUR FPS GAMES TO LOOK FORWARD TO...

1. Red Faction 2: You're checking out the shots, you're getting excited. So are we.
2. Doom III: The lucky few to have seen this say it kicks all kinds of ass. Awesome!
3. Unreal Tournament 2003: The best multiplayer first-person shooter is going to get even better.
4. Quake IV: Quake never fails to rock our world, and this time round it's not going to be any different.

Mutant Nazis Must Die!!

Shoot their helmets off

The first zombie level is well creepy. Be very scared

Make use of scoped weapons

At last, we have some shots of the PS2 version of Return To Castle Wolfenstein – and they look almost as peachy as its PC big brother.

The PC version of the game is one of our favourite shooters, fusing the awesome Quake III game engine with a twisted storyline full of gun-toting Nazis and genetic mutants. Run for your lives!

An Xbox version is also in the pipeline, but these PS2 shots are the first console images developer id Software has released. Nice.

See what happens if you wear too much leather?

"Creep!"

There's nothing we like better than plotting a highly strategic attack route, creeping about and slitting a guard's throat.

Tenchu 3: Wrath Of Heaven (for PS2) takes place a year after the original game and allows players to reprise the role of Rikimaru. It will feature new stealth attacks and moves, better animations and new weapons, but will otherwise be full of the same Ninja-based action that has made the previous two games so cool – and gory. We'll bring you more news as we get it.

Cool cat on a hot tin roof

Mind out, that looks sharp

DATES

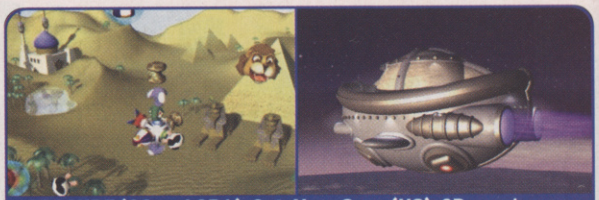
ORES SOON

DATE		TICK BOX	NAME	FORMAT
JULY	19	■	MEN IN BLACK 2: ALIEN ESCAPE	PS2
	19	■	MIDNIGHT CLUB PLATINUM	PS2
	19	■	MONSTER JAM MAXIMUM DESTRUCTION	GBA
	19	■	SMUGGLER'S RUN 1 PLATINUM	PS2
	19	■	STUART LITTLE 2	GBA/PS1
	19	■	VIP	PS2
	19	■	ZOO TYCOON DINOSAUR DIGS	PC
	26	■	ANTZ EXTREME RACING	GBA/PC
	26	■	BATMAN VENGEANCE	PC
	26	■	BUFFY THE VAMPIRE SLAYER	XBX
	26	■	DUKE NUKEM	GBA
	26	■	F1 2002	GC
	26	■	FREEKSTYLE	PS2
	26	■	GUMBALL 3000	PS2
	26	■	LEGO FOOTBALL MANIA	PS2
	26	■	MAFIA	PC

DATE		TICK BOX	NAME	FORMAT
JUNE	26	■	MEGABOTS TYPE A: METABEE/ROKUSHO	GBA
	26	■	PUNCH KING	GBA
	26	■	SMUGGLERS RUN 2	GC
	26	■	SPEC OPS AIRBORNE DIVISION	PS2
	26	■	TROPICO GOLD PACK	PC
	26		WORMS BLAST	GC
	26	■	ZOOCUBE	GBA
AUGUST	2	■	BATTLEFIELD 1942	PC
	2		DELTA FORCE: URBAN WARRIOR	PS1
	2	■	LEGEND OF ALON D'AR	PS2
	2	■	UNREAL TOURNAMENT 2003	PC
	9	■	THE SUM OF ALL FEARS	PC
	23		AGGRESSIVE INLINE	XBX/PS2
	23	■	GRAND PRIX 4	XBX
	23	■	TAZ WANTED	XBX/PC/PS2
	23	■	TACTICAL OPS	XBX/PC/PS2

GAMES BLITZ!

So many cool games are coming, we ran out of space! Here are some highlights



ZOOCUBE (GC and GBA). Out: Very Soon (US): 3D puzzle game where you rescue animals and return them to an ark

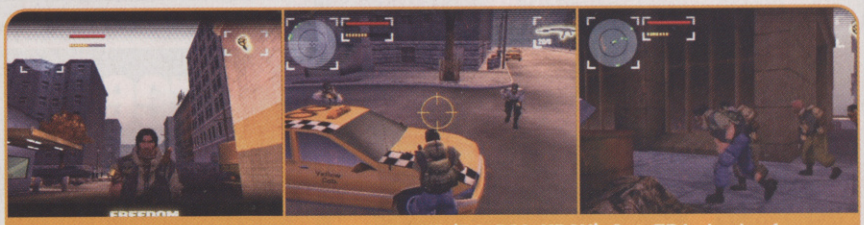
BALDUR'S GATE: DARK ALLIANCE (XBOX). Out: Sept: Xbox edition of the PS2 Dungeons & Dragons-style adventure

SUIKODEN III (PS2). Out: November: Hugely anticipated (if you're an RPG fan) fantasy adventure, promising a stunning 3D world, three battle systems and *three* heroes

BLACK HAWK DOWN (PC, PS2, XBOX). Out: Late 2002 (PC), 2003 (PS2, XBOX): Based not on the film but on the book of the real-life military struggle in Somalia

DUKE ADVANCE (GBA). Out: August (US): Familiar-looking handheld shooter mayhem with Duke Nukem

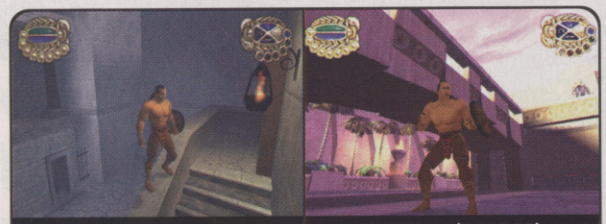
GHOST MASTER (PC). Out: late 2002: You play a series of ghosts trying to scare people. Sounds like fun



FREEDOM: THE BATTLE FOR LIBERTY ISLAND (PC, PS2, XBOX). Out: TBA: A mix of action and turn-based strategy in a parallel world where the Russians won the Cold War

TRIBES AERIAL ASSAULT (PS2). Out: Autumn 2002 (US): The console version of the PC sequel will be making use of the PS2's online adaptor – at least it will in the US...

CROUCHING TIGER, HIDDEN DRAGON (GBA, PS2, GC). Out: Late 2002 (US): Film-based third-person action-adventure



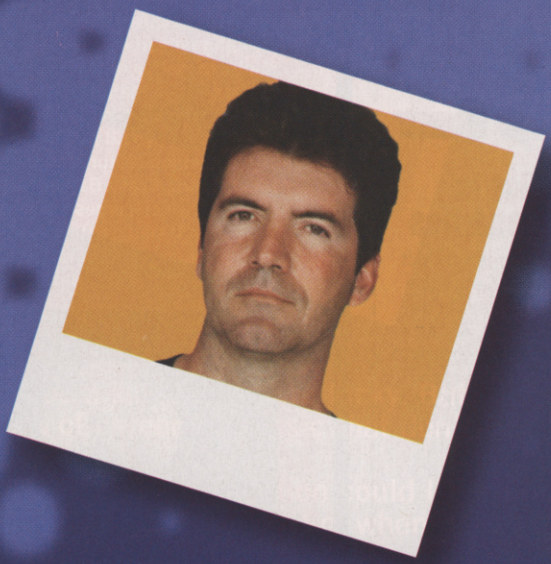
THE SCORPION KING: RISE OF AN AKKADIAN (GC, PS2). Out: late 2002 (US): Action-adventure based on the film

DR MUTO (GC, PS2, XBOX). Out: Late 2002 (US): Platforming high-jinks over 22 levels with a vague whiff of Wario Land. A 'morphing' feature sounds interesting

COMMANDOS 3 (PC). Out: TBA: More tactical action/strategy stuff with graphics that look like oil paintings. Expect similar gameplay to Commandos 2 and other next-gen versions to follow

FARSCAPE: THE GAME (PC). Out: August 2002 (US): 3D action game based on the popular US TV sci-fi series

Are you going to let someone like me choose your career?



GAME

MULTI-FORMAT TOP SELLERS

1	Final Fantasy X	(PS2)
2	2002 FIFA World Cup	(PS2, PS, XB, PC)
3	Super Smash Bros Melee	(GC)
4	Grand Theft Auto III	(PS2)
5	Harry Potter	(PS, PC, GBA, GBC)
6	Star Wars: Rogue Leader	(GC)
7	Halo	(XB)
8	The Sims: On Holiday	(PC)
9	ISS2	(PS2, GC, XB)
10	Gran Turismo 3	(PS2)

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COMING TO THE GAMECUBE SOON...

Nintendo Goes Gadget Mad!

Nintendo's hardware brains are rolling out a fat barrel-load of new and exciting gadgets. CVG takes a look at what the future holds...

E-READER
For the GBA, this is already on sale in Japan and hits the US in September. We don't know when it's gonna reach the UK, but all we can say is, "Hurry up"! The E-Reader works like a barcode scanner and can take information off inexpensive cards and load it into a GBA. So far, Pokémon and Animal Crossing are compatible.

THE GAME EYE
After the cool but not-that-good Game Boy Camera, it was always on the cards that a GBA Camera was going to happen. The good thing is that it's another way of connecting your GBA to your GameCube, as you can take pictures on your GBA then use them in GC games that support the feature.

WAVEBIRD
Will the WaveBird spell the end of wires snaking all over your rooms? Could do. Nintendo's official wireless controller is already looking like the best of its kind ever made. It works by sending a signal to an RF Receiver that plugs into the Cube.

ONLINE ADAPTOR
Nintendo in America has announced plans to release online adaptors for the GameCube. They'll allow users to connect their machine to the Internet.

HOW CRASH IS GETTING CONNECTED...

Crash Bandicoot: The Wrath Of Cortex for the GameCube includes a feature that lets players download an exclusive minigame to their Game Boy Advance. Needing no game pack, the minigame will simply use the GBA's built-in memory. What's more, if you have Wrath Of Cortex for the Cube, you'll be able to unlock hidden features in the forthcoming Crash Bandicoot 2 for the GBA, which comes out early next year. It's an exciting example of the Cube and the GBA working in perfect harmony, we reckon...

Cube and GBA make sweet music

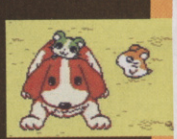
FIVE MORE NINTY GAMES YOU NEED TO KNOW ABOUT

GAME & WATCH GALLERY 4
A collection dating from the mid-'80s for the GBA.

KIRBY TILT 'N' TUMBLE
Platform hero Kirby huffs his way onto Cube and GBA.

KURURIN PARADISE
Confirmed: the sequel to the ace GBA puzzler Kuru Kuru Kururin. Cool!

HAMTARO
A 'heart-warming hamster adventure' for GBC. Expect it around October.



DONKEY KONG +
Apparently back by popular demand, the ancient primate is coming to GBA for arcade-style thrills that will be Cube-compatible.

Or are you going to choose your own?

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CACKMAN

BACK TO THE CUTER

Just when games were looking all grown up, they're reborn

There was a big videogames show recently called E3 – you might have read about it. Only the most important event in the gaming calendar, when all the major players in the industry headed to Los Angeles for a week of drinking, brown-nosing and strippers – on expenses. They may even have looked at some games too. And if they did, they might have noticed an incredible innovation. Fun.

Yeah, hard to believe, we know. But fighting back against the tide of GTA3 street crime rip-offs, shouting out against the morass of tedious massively multiplayer online role-players, sniping at the uniform legions of squad-based tactical shooters, there were games that actually understood what the term 'game' means.

Shining out like a ray of, erm, sunshine was Mario Sunshine. Even with all the cack screenshots we've seen, it's no surprise that this will be far more than just Mario 64 with a garden hose. And the previously taunted new-look Zelda also took spectators by storm. Arguably, it was only overshadowed by Blinx on Xbox, a surprise newcomer from the designer of NiGHTS, that uses the DVD controller to let you control time (in-game only).

Of course, you'll know all this if you've read CVG's E3 report. But what makes these games great are their characters. You might call them cutesy and childish, but Cackman disagrees. These guys aren't Rayman or Croc. They haven't been soullessly manufactured just to front another generic platformer, they're about gameplay. Zelda's look is about taking an adventure and making it feel like a real story, a cartoon. Mario's new gadget will, guaranteed, offer something totally new. And Blinx's time-control abilities make him the first 4D games character.

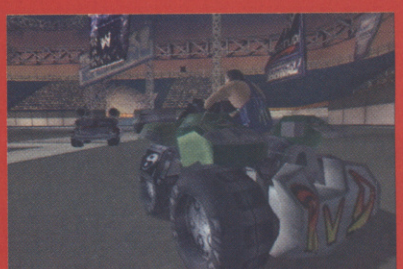
Innovative! Revolutionary! The two most common words being blown around about these games. Maybe, but really it's just personality. Was it revolutionary that Pac-Man was a big gob that ate things? Was it innovative that Sonic was a super-fast rolling hedgehog, making him the first platform character to react to real motion physics? Or were they just cool characters invented as vehicles for original gameplay?

Not that Cackman's criticising all you Tom Clancy/Andy McNab gimps, or you Warcraft/EverQuest online bleating sheep. But once, there was a time when the best games featured superstars whose abilities always delivered something fresh. Now those gameplay heroes are coming back... to the future. Bring back Vib Ribbon. C'mon Mr Driller! It's enough to make even Solid Snake try something new. Skateboarding perhaps?

P.S. Cackman acknowledges Doom III was also one of the hottest games at E3 and it stars an arm holding a gun. But that's okay, Doom invented arms holding guns.

THE KART HORSEPLAY CONTINUES...

Joining Shrek and Antz in the huge list of lukewarm-up acts lining up to be the next Mariokart (whenever we get to see it), come two surprise character karting entries. Michael Schumacher Racing World Cup 2002 and, most awesome of all, WWE Crush Hour. It's got to be Tom Clancy Kart next.



WWE Crush Hour: crushingly average?

Cackman's opinions aren't necessarily those of CVG.

GOBSMACKING SHOTS OF ZOE 2 FOR PS2

ZOE Of EastEnders

More creative genius from the brains behind MGS2

These shots may look like cool images from a pukka new Manga film, but in fact they belong to ZOE 2, or, to give it its proper title, Zone Of The Enders: The 2nd Runner.

Once again behind the game are Hideo Kojima and Yoji Shinkawa, who like to knock off the odd ZOE title during time off from Metal Gear Solid games. And once again, the focus is on breathtaking visuals as mechs do battle across a variety of settings, including canyons, cityscapes, fortresses and deep space. New manoeuvres, weapons, characters and skills complete a much-tweaked package that's looking proper tasty.

One criticism of the first was that it was too short. We'll see if that problem's been remedied when ZOE 2 is released early next year...

Special effects to die for

Stick that up yer recharge socket!

Yoji Shinkawa's design on the orbital frames is more extravagant than ever

Dark Side Of The Room

Primal is a 'dark and violent fantasy', aimed at a more mature audience (so not you at the back with the whoopee cushion and the book of fart jokes), coming to PlayStation 2.

It sure is dark if these shots are anything to go by. But then you'd expect a nether world called Primal to be a bit on the gloomy side. It's here that Jennifer Tate, a normal girl – apart from demonic abilities she doesn't know about yet – finds herself having to battle supernatural forces. Players will be able to switch between her and another character, Scree (a 'noble and proud living gargoyle'), to explore four realms. It's out in the autumn.

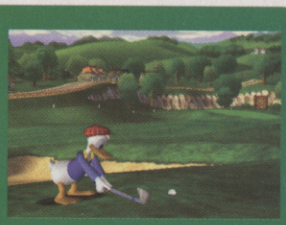
Reminded us a bit of Drakan on PS2 at E3

Lots of morphing enemies like gargoyles

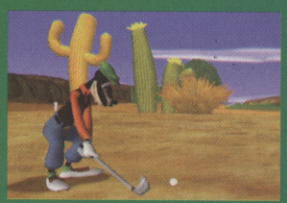
Fore!

It's bright, it's colourful and it's got Disney characters in it – trouble is, it's about golf.

But heck, we'll reserve judgment on Disney Golf for the PS2 until we've seen it. These screenshots look pretty enough, but hardly get the saliva flowing for a package that promises eight Disney characters, six 'magical' golf courses and up to 60 'magical' power-ups.



Is it a birdie? Yes, it's a duck



What is this? Golf or tennis?

Mickey's bunking off. Sorry...

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You can enter all or just some of the categories on the right. Make sure you have your say – vote online now at **www.goldenjoystick.co.uk.** Voting opens on July 8 2002.

THE CATEGORIES

- → Game of the year
- → PS2 game of the year
- → Xbox game of the year
- → GameCube game of the year
- → PC game of the year
- → Handheld game of the year
- → Online game of the year
- → British developer of the year
- → Publisher of the year
- → Hardware of the year
- → Game innovation of the year *(PC)*
- → Game innovation of the year *(console)*
- → Most wanted game of Christmas 2002
- → Retailer of the year

Awards are subject to change

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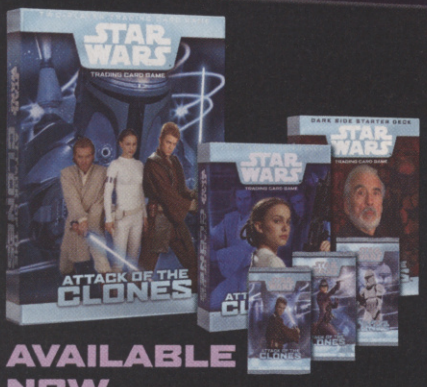

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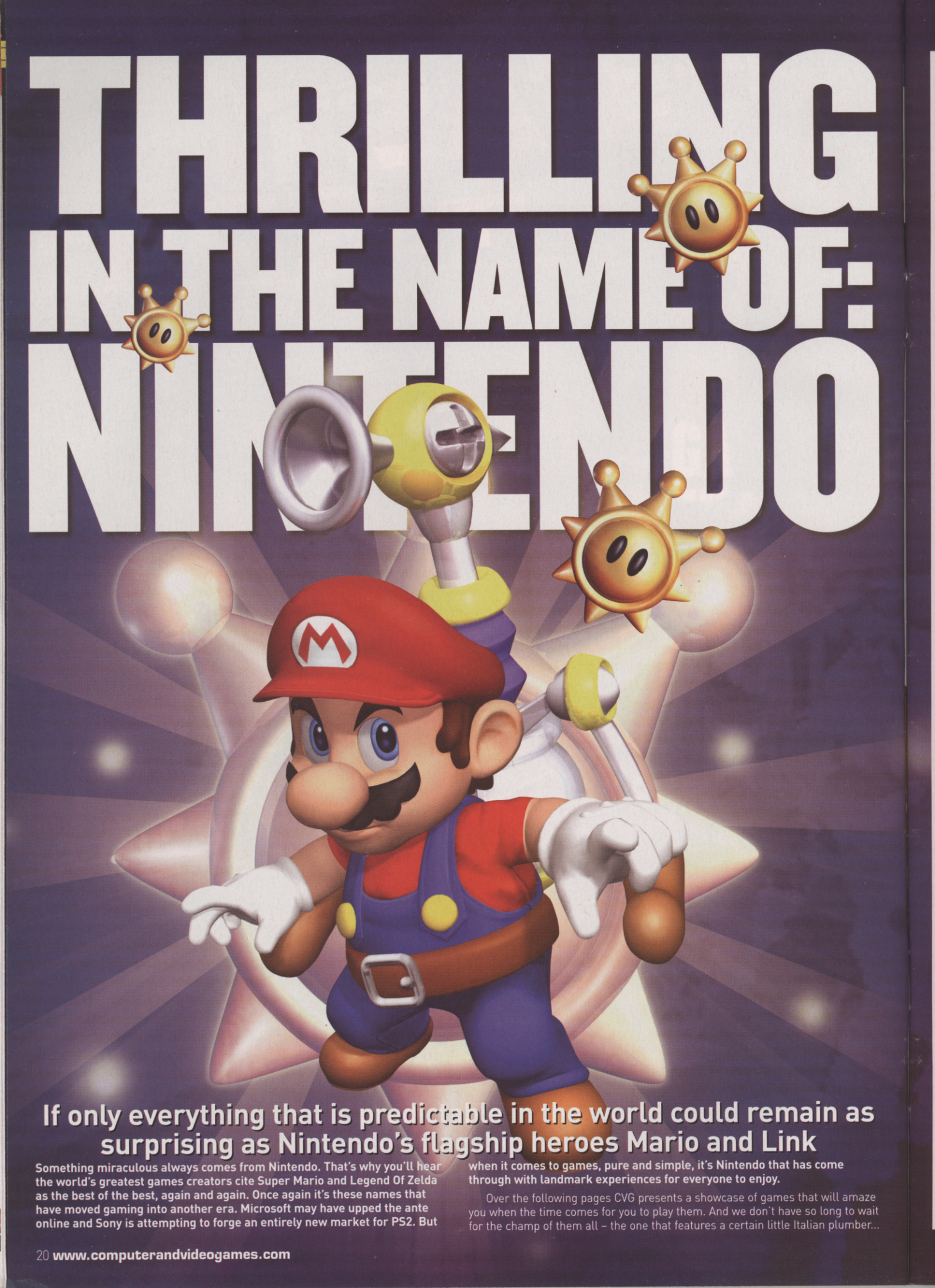


If only everything that is predictable in the world could remain as surprising as Nintendo's flagship heroes Mario and Link

Something miraculous always comes from Nintendo. That's why you'll hear the world's greatest games creators cite Super Mario and Legend Of Zelda as the best of the best, again and again. Once again it's these names that have moved gaming into another era. Microsoft may have upped the ante online and Sony is attempting to forge an entirely new market for PS2. But when it comes to games, pure and simple, it's Nintendo that has come through with landmark experiences for everyone to enjoy.

Over the following pages CVG presents a showcase of games that will amaze you when the time comes for you to play them. And we don't have so long to wait for the champ of them all – the one that features a certain little Italian plumber...

SUPER MARIO SUNSHINE

FORMAT: GAMECUBE
OUT: OCTOBER
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO

If you asked God to reveal the secret truths of perfect videogames, he'd probably just tell you to go away and play any of the Super Mario series.

It's 20 years this year since a tubby guy in a red shirt and blue dungarees first flickered onto a screen. Other characters come and go, some more memorable than others, but none has been so loved as Super Mario. This is probably unfair but it's a truth that becomes more robust with every new escapade.

True to form, Sunshine will take its place as the best Mario that's ever been. Nintendo has guaranteed a world at least equal in size to Mario 64's; one that we expect will be rammed with shockingly original ideas. And when you first see the game moving, you'll appreciate how even these impressive screenshots really don't do it justice.

At the start of the game, the villagers think Mario is a troublemaker!

UNDILUTED FACTS

Of course it's silly, but you ought to know the reason why Mario's up to new tricks. The location is simply a 'beautiful remote island', according to Nintendo. Mario is holidaying there with Princess Peach (separate rooms, of course). Wouldn't you know, a guy who looks just like Mario has been polluting the island! So our hero isn't just cleaning up, he's out to clear his good name.

THIRSTY FOR FUN

The joy of Super Mario has always been in the control, in a way that is hard to stop playing. In Sunshine the little guy is always within arm's length of something to clamber up, jump off, swing around, slide along... and there's stuff we don't even know about yet. Mario also has a maddeningly addictive gadget in the form of a water pump. Though it only has two basic functions – switch between squirting water from a top nozzle or two jets at the rear – it has many applications. We guarantee that at first, though, you'll go nuts spraying at random, just to see what happens.

There's a lot to try even before you get started with water sports. Mario's trademark butt-bounce finds new uses that include

If buildings are close together, Mario jumps between them to reach the roofs

Adjust the camera angle so it's easier to head in the best direction

Traditional Super Mario features include the green pipes that hide shortcuts to other areas

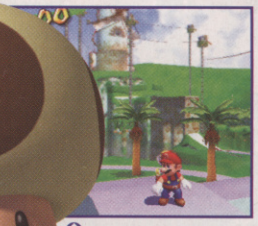
Mario thinks he's in for a relaxing holiday with the Princess. Of course he's entirely wrong...

The mayor of the island explains the problem

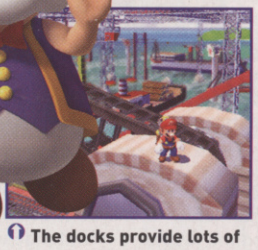
Of course, Princess Peach would never doubt her hero!

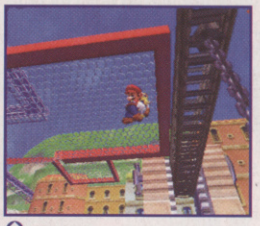
Could the water cannon be used to spin that rotor?

Water often hides a secret route for Mario

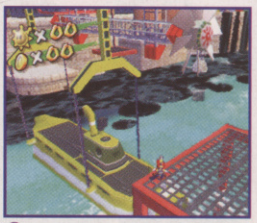

Take time out to look around

Hide in the shade while you figure out how to get by


The docks provide lots of gymnastic opportunities


Walk above or monkey-swing below these sections

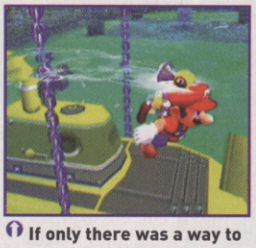
Just like in Super Mario World, Yoshi likes to eat



Another rotor that could be the key to success here

Mario's gondola ought to help him explore a bit

Watch the shadow to see where the Boss will land


If only there was a way to raise this submarine...

Use water-propelled jumps to smash big boxes

This mirror looks great, but the clever thing is how to beat the enemies that are hogging it

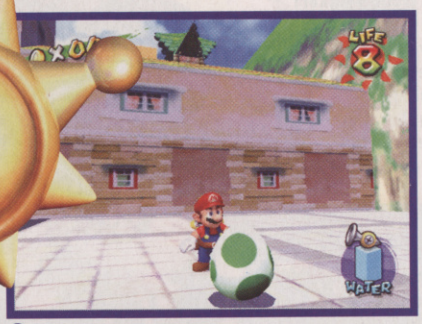
This huge pile of gloop needs washing away. You get the idea straightaway but it's still tricky

hammering in giant-size nails (ouch!). He can also kick-jump his way between walls to reach rooftops, walk tight-ropes or use their rubber-band qualities to be flung in any direction. A cool trick that requires punching hinged sections of fences to rotate them is lifted from Super Mario World. You've definitely the greatest amount of freedom ever in a Mario game, with the most opportunities to explore. That should bring you to your knees, brothers and sisters!

LIQUID REFRESHMENT

Take a moment to think of how a water-powered device could be put to use. Your mind overheats with the possibilities, right? Luckily we have a few examples to relieve the pressure, starting with the basic job of washing away gunk that is polluting Mario's island paradise. Run around using the nozzle to spray in an arc, or switch to the jets and fly.

Other uses for the nozzle include spraying into the mouth of hungry Piranha Plants, rolling giant melons, and turning the rotors of a windmill. Take to the air with the jets to reach higher ground, or use them to propel Mario as he surfs on the back of a fish. Last, and we're sure far from least, we had Mario fill water balloons to launch at a distant octopus. Bet you there's steam and ice featured somewhere along the line too. How excited are we?



It's an egg with green spots, fans, and we all know what this means don't we...

CVG RECKONS

Mario has become the ultimate remote-controlled toy with a gadget that only Nintendo would dare introduce, but of course happens to be a stroke of genius.

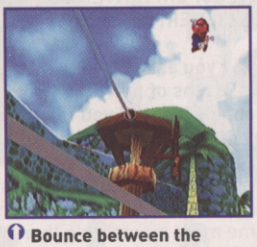
...Yay, it's Yoshi! Kick his ass to get moving!

Mario and Yoshi take no prisoners, so watch out!

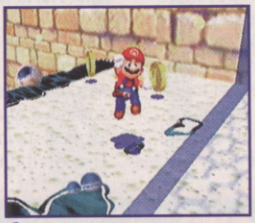
Irate villagers still don't trust the peculiar tourist

Admiring the new Mario: Part One – while swinging

Admiring the new Mario: Part Two – looking startled



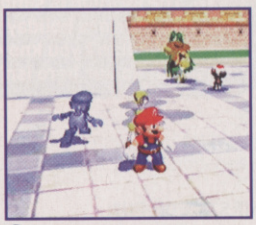
Bounce between the ropes to find the best route



As in Mario 64, the coins help to replenish health

Where would he be without his butt bounce?

Aha! So this is what all the villagers are mad about



Behind you Mario! Quick, the imposter is escaping!

Yoshi is used to having Mario ride him these days

"...so you see Mario, we all think you're to blame"

Running around trying to think of a way to beat them!

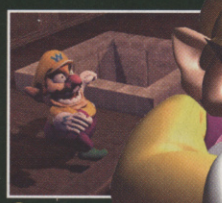
Still running! Maybe come back here later, eh?

Fearlessly, Mario takes on three Octos at once

"...so I was thinking, can't we just talk this over?"

Slam those snakey bad guys; it's better than they deserve

Mummies with daisies growing from their heads! Bash 'em!



Wario has the best comical expressions we've seen. Crazy!

Wonder who'll be more scared in here: Wario or the ghosts?

WARIO WORLD

OUT: TBC
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO

Though Mario brings new ideas in exploration and control, his nemesis Wario runs amok in less groundbreaking but always enjoyable adventures.

Looks like the crazy guy is going after treasure again, this time scouring the world. Wario's world, that is. Think of it as a place where all the totally crazy, usually trouble-causing antics happen that Mario would shy away from.

CVG gets a lot of pleasure from seeing Wario's many crazed expressions as he punches his way into deeper trouble, obviously enjoying the mayhem he causes. Whatever he does, he does it in a goofy way, like swinging enemies around as if it's the WWE.

Likewise, Wario's enemies are tougher off-the-scale crazy: mummies with flowers on their heads, turtles with guns on their shells, and goodness knows what those snake things are!

WARIO WRESTLING ENTERTAINMENT

Since he's such a big lad, Wario likes to throw his weight around. He likes to throw everyone else around too, for that matter.

Whereas Mario must always search for the mysterious solution to puzzles, in contrast Wario's preferred option is to bust it up first, a strategy that usually works. Looks like you can have fun throwing enemies into each other too, for extra calamitous consequences.

Either Wario got shrunk or this is a world of giants. Whatever, it's big

This thing is huge, but nothing a good punch to the face won't sort out

CVG RECKONS

Sure to be a larger-than-life adventure with a great sense of humour running throughout. Wario on GBA is great and this will be even better.

Go fishing to catch unique fish for your collection, or for a gift to a friend

At certain times of the year there are fireworks – be careful not to miss them

Four players can own a house, but you can only explore one at a time

Modify items in the GBA version then upload them to the GameCube

ANIMAL CROSSING

OUT: TBC
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO

CVG will have plenty more about Animal Crossing closer to its UK release next year, but we can't mention Cube and not remind you of what could very well be its Next Big Thing.

Don't hate it. Get used to it. Animal Crossing is mainly targeted at your younger brother or sister but it's compelling for older kids too, CVG included. It's not a game where you win as such; just enjoy developing your role within a quirky community of slightly oddball animals.

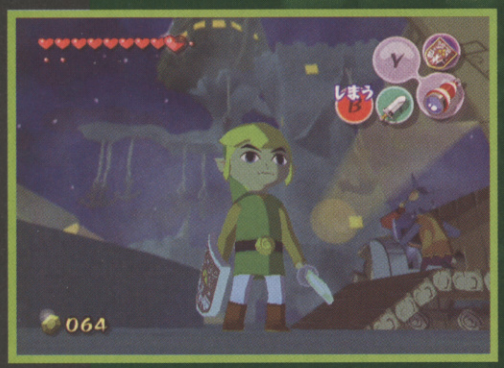
The intrigue lies in the real-time events, which run to the calendar of your actual life. You get your own house, a job, and make friends in order to develop an enviable collection of goods to trade with a friend. If your mate gets this too, you'll be able to visit each other's towns to leave messages or gifts. You can also exchange items with the GBA version, due next year too, via the GBA/GameCube link cable.

THE LEGEND OF ZELDA

We can't stop talking about it: Legend Of Zelda on GameCube could be the first game to make your *eyes* drool

FORMAT: GAMECUBE
OUT: SPRING 2003
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO

Any complaints from the back row will now be ignored. We're convinced that cel-shaded Link is *so* the way to go. Every step into his new adventure is loaded with surprises, making it tough to tear your gaze from the screen. You want to play because it's so much fun, but also because you can't always believe what you're seeing.



Link arrives prepared on the Island of the Magical Beast with his new item: a telescope

UNDER A NEW SPELL

The sensational visual style of the new Zelda upset many fans when it was revealed last August. We were nervous too. But since playing the game for a couple of hours, then watching others play, we can assure you Nintendo made a smart choice. This new look is so magical you become helplessly mesmerised.

Unlike any other cel-shaded game we've seen, there are no signs of objects popping in on the horizon, and no instances of ugly graphical glitches to disturb the illusion of a seamless cartoon world. Whether you're jogging through the sunlit village by the sea, or peering through the heat haze of a volcanic cavern, you appreciate that such visual hooks couldn't be achieved conventionally.

This effect applies right down to every nuance of character animation, which can afford to be quirkier and more exaggerated because we're not meant to believe that this is anything approaching reality.

UNBREAKABLE

Despite radical changes on the surface, control remains mostly unchanged from Ocarina Of Time. It's still 'Z' to lock onto targets while fighting, and Link auto-jumps over small gaps, for example.

New skills have been added though, which we made good use of during our climb up Dragon Mountain. Link sidles along narrow ledges, with his back pressed against the wall, or dangles from his tiny hands to clamber left or right on wooden planks.

The combat system is exactly how it was in Ocarina Of Time and Majora's Mask: lock onto targets and fight!

Killer blows end in spectacular flashes of light

He can duck and sidle at the same time too – essential moves for avoiding gushing lava spouting from the cliff face.

THERE IS ANOTHER

You should know a little bit of the story, so you can imagine what lies ahead while staring at these pictures. Here's what we know: Link has settled with his family on a peaceful, sun-drenched island. All seems well until one day a giant bird swoops down upon the village and steals away Link's younger sister, Arill. Of course, Link must do all he can to get her back, and we've been told to expect adventures on the high seas, in addition to the familiar treks through dungeons. Looks like the tiny sailboat replaces Epona the horse for long-distance travel. Secret islands await our discovery! It's going to be so cool.

SWINGING WITH THE BOSS

No matter how many times we play Zelda, the inventive ways of fighting enemies are always surprising. The biggest payoffs are always with the giant guardians of the game's most precious items. Only one has been revealed so far – a towering, bug-like beast that lurks in the heart of Dragon Mountain. He is terrifying and totally amazing. The bug is encrusted with lava, a shell that Link's sword cannot break. But, by lassoing what appears to be a vine dangling from the cavern roof, Link can swing over the top of him and bring the ceiling down. It's moments like these that convince you that Legend Of Zelda can't come soon enough.

CVG RECKONS

Play GameCube Zelda and you are guaranteed to be spellbound. Wonder and joy will engulf you, filling your head with almost-forgotten warm and fuzzy feelings of total contentment. You just smile.

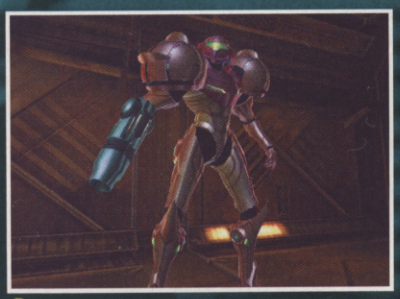
This boat allows Link to explore the islands. It also features in bonus stages

Helpful villagers remind Link how to perform simple tasks

Link finds himself face to face with something terrifying!

Link's expression changes to match the effort involved

METROID PRIME



You should know this by now, but this is a grrrl named Samus Aran. Funky legs or what

FORMAT: GAMECUBE
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO
OUT: DECEMBER

At first the idea seemed horrific: a Metroid game revamped as a first-person-shooter? The end result has proved the sceptics wrong, though.

Long before Lara Croft became the ultimate babe in videogames, Nintendo had a girl out there, kicking ass all over the galaxy. Her name: Samus Aran. Her game: Metroid. Of course, not everyone got to know she was female because Samus spent most of the game inside a space suit, only to be revealed at the end.

Exactly the same thing will probably happen in Metroid Prime, but that's about all that will remain familiar. If ever a game series has undergone a facelift, Samus must be wearing her eyebrows on the back of her neck. What used to be a puzzle-orientated 2D adventure has become a full-on first-person shooter. Scared the hell out of CVG, we'll tell you that for free. But either we've gone crazy or the new-look Metroid looks to have turned out better than okay. In fact, it seems quite brilliant.

LOST IN HER EYES

Probably you have imagined what it would be like to play a game through the eyes of your favourite game hero. This is the basic thrill of Metroid Prime: your view is through the visor of Aran's famous suit. You discover that it's more than just a protective screen; the visor is rigged with

Inside Samus' suit, the HUD relays all important information

1080°: WHITE STORM

OUT: 2003
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO

Gnarly, dude! Woah yeah! Whooooh!

With Amped on Xbox and the SSX series wowing us all, it'll be tough for 1080° to impress as it once did on N64. But as ever with Nintendo titles, it won't be judged on looks alone. We're holding out for some innovative gameplay to create a new snowboarding sensation, not just a clone of everything else.

This should be the greatest snowboarding tournament yet

Expect 1080° to have more in common with Amped than SSX

Avoid the flames and bouncing Bow-Wow, then push each other around

How to make basketball funny

Hit jackpot! Ignore mushroom!

MARIO PARTY 4

OUT: DECEMBER
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO

The N64 predecessors were a great laugh, so we're really looking forward to this Cube update. Once again we get a collection of four-player games, offered as individual challenges as you progress around a board game. All the challenges are new, and the whole package looks loads better than before.

You'll need to have intelligence on the bosses in order to beat them quickly

a computer that scans for danger and can identify enemies and their weaknesses. It also functions as a sniper sight. In terms of gameplay, the visor is a convenient excuse to display helpful icons on screen.

INTERGALACTIC GAL RANGER

It's a whole new storyline and location for Samus. Last time out she was hunting down the Mother Brain on the planet Ceres, now she's on the trail of space pirates on Tallon IV and has tracked them down to a crippled spaceship – the start point of the new adventure.

At the centre of all the controversy, however, are still the Metroids – innocent life-forms when left to their own devices, but powerful weapons when harvested for war. There has always been this touching eco-message locked into the whole Metroid thing, so you'd better start getting used to it.

You'll crap as enemies scuttle from various nooks and crannies

NOTHING LOST IN THE TRANSLATION

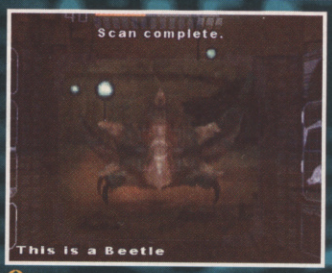
Though the game style is has been drastically changed from what came before, the underlying mechanics that made a classic series remain. The suit can be modified to brave extreme conditions such as fire and ice, and house interchangeable weapons that also function as tools.

In previous games, Samus has made use of grapples, and various energy beams. She has also been able to collapse into a small ball (nobody ever questions how) to travel through pipe networks to access other areas; this ball can also drop bombs. We've noticed many of the old favourites have returned, and Nintendo says that we can expect lots more additions.

WHAT TO EXPECT

Based on our play test of Metroid Prime, it's clear that the game will take on more puzzle-solving elements than other first-person-shooters. Halo on Xbox involves some puzzle solving, but expect the first ever Nintendo FPS to be constructed entirely on a lock/key basis, much like the originals.

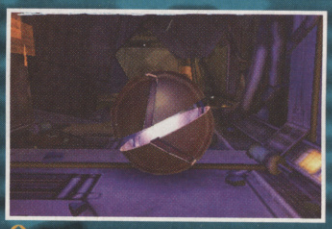
Success won't all be based on sharp-shooting; you'll need to know where to use items such as the grapple to progress. The fact that you're changing between suits for certain areas will slow progress initially, but later on you'll be looking for teleporters and other shortcuts to get from one side of the planet to the other to solve some of the game's grand-scale conundrums. If all goes to plan, Metroid Prime could be one of Nintendo's all-time greats.



You probably learned this at school but at least the scanner works

CVG RECKONS

Though we were uncertain to begin with, it's surprising how effective the old Metroid rules operate within an FPS. Again, Nintendo shows the way forward.



Collapse into a sphere to explore tunnels or simply travel faster

DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE

OUT: AUTUMN
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO

Don't be surprised when this turns out to be absolutely amazing. After all, it is Capcom, which has a history of delicious Disney games on Nintendo platforms. It might not be a huge adventure, but sure to be worth playing through for the wonder factor alone.

Mickey can't believe that he looks this stupid when he's asleep. And he drools!

We guess all kids expect their Disney heroes to snowboard with some degree of skill

ETERNAL DARKNESS: SANITY'S REQUIEM

OUT: OCTOBER
DEVELOPER: SILICON KNIGHTS
PUBLISHER: NINTENDO

We have high hopes for this spooky adventure with a sinister plot, aimed at captivating an audience raised on Res Evil. There are 12 playable characters, ranging from Roman Gladiator to a Buffy-esque heroine, who exist in different time zones. Their paths must cross to unravel a dark mystery.

With 12 characters to play as, you need to master many fighting skills

CVG RECKONS

Finally we must bare our souls and admit that the Nintendo line-up is the strongest we've seen on any console this year. Though many of the games are aimed at a younger user, we've yet to meet a gamer who isn't young at heart when it comes down to it. You need a PS2, and there are terrific reasons to own an Xbox, but whatever your number one choice, you need a GameCube at home – and now!

SNEAK-PEEK OF THE LATEST AND HOTTEST GAMES

PREVIEWS

THE LORD OF THE RINGS

Hear Sauron laugh. Vanquished forever into the ether by Frodo in the classic book, Mordor's Dark Lord has now been miraculously resurrected by EA and Vivendi, this time to ensnare all of Middle Videogame Earth™. He'll be unleashing the full force of his powers – no fewer than FOUR Lord Of The Rings games and one based on Tolkien's The Hobbit – just in time for the next movie. What's more, virtually no format is safe, so there'll be no escaping The Lidless Eye this autumn. Here, my precious, just to whet your appetite, is a little taster of what he's got in store for us.

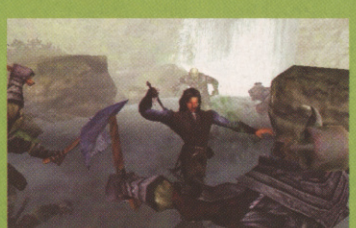
FORMAT: **PS2 (NOV 15) GBA (NOV 8) PC (TBC)** DEVELOPER: **STORMFRONT/GRIPONITE GAMES** PUBLISHER: **EA** LICENCE: **NEW LINE LOTR MOVIES**

THE TWO TOWERS

Like Nazgul dispatched to do Sauron's bidding, Two Towers PS2 screenshots and lowdown are already scouting ahead throughout the land, sniffing out hapless gamers and trying to overwhelm them with eye-melting graphics, action-orientated gameplay and blockbuster movie-based locations.

Gimli losses his rag at the dwarf-tossing compo

Ten types of movie-inspired environment!



Over 200 different fighting animations! This one's the Twat 'Em On The Head Hard. Nice one, Strider

How accurate to the film? Even the movie score is featured

You can see from these pictures how close the in-game character models are to their movie counterparts, and as first screenshots of Balin's tomb showed earlier this year, many of the films' memorable locations (including the Helm's Deep battleground) are accurately modelled. But then they should be – Stormfront is working closely with New Line to ensure this.

Two Towers' structure (16 levels based on the 'most memorable movie moments from the first two films') and gameplay look most likely to appeal to gamers who loved the movie, rather than to LOTR universe purists. You can't control all nine Fellowship members or decide what flavour tea to have at Bilbo's birthday party. And while other Fellowship members take 'an active role during gameplay', you can only play as the mêlée-orientated Strider and Gimli or lightning-fast archer Legolas.

Billed as a 'third-person action/adventure', you'll need fast reactions to twat the hell out of a lot of orcs, not to mention five boss monsters from the first two movies, including the Cave Troll in Moria and the treacherous Saruman. You'll be able to monitor other Fellowship members though, through on-screen icons, so you know when you need to come to their rescue. But deep role-playing it ain't.

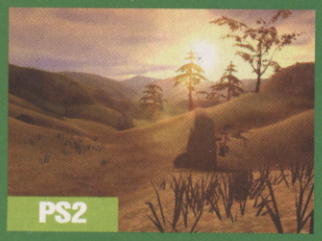
GAME BOY ADVANCE

Mini Strider! The movie tie-in isn't so obvious, but it's LOTR!

The gates of Moria. Shh! Or you'll wake that tentacled monstrosity!

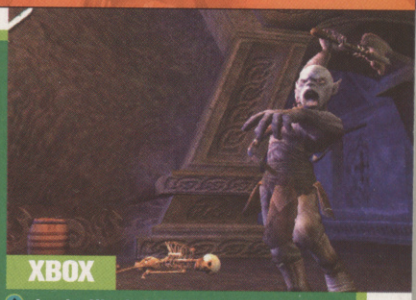
Okay, so the movie link doesn't work quite so well visually on handheld, but they're trying to make up for that in other areas. Like an extra playable character (Gandalf) with more than 30 levels each (over 120 total), plus two-player link-up action. EA has more top-secret titles on multiple formats already in the making too, due out in 2003 and 2004. Just a wild guess: Return Of The King.

Weathertop at sunset. Yikes! Better stoke up that fire



Enhanced environmental and spell effects, dynamic shadows and volumetric fog!

Wussy orcs? Just bring on the Black Riders and the Balrog!



Looks like Lei-Fei's been teaching this orc a few Shaolin-Ken moves

FORMAT: **XBOX/PS2/PC (LATE 2002) GBA (LATE 2002)** DEVELOPER: **SURREAL SOFTWARE/POCKET STUDIOS** PUBLISHER: **VIVENDI** LICENCE: **TOLKIEN'S BOOKS**

THE FELLOWSHIP OF THE RING

Third-person action-adventure, play as three members of the Fellowship on their epic quest, fight orcs and bosses...? Sounds not exactly unlike EA's take on the LOTR, only Vivendi's version is based on Tolkien's books and so starts in The Shire and ends with the Fellowship splitting at Amon Lhaw.

TFOTR has Frodo, Strider and Gandalf as playable characters, each one with special abilities needed to progress, and is a mixture of exploration, puzzle solving and scrapping.

Skills and features include stealth, distraction, magic use and avoiding or creating special events and encounters. But particularly exciting is the power to use The One Ring, where a meter restricts the amount of time you can remain invisible before the Lidless Eye sears your soul. Eep!

The three formats are expected to be much the same game but tailored to fit each platform, with the Xbox version possibly releasing a little earlier than PS2 and PC. Fingers crossed that GameCube gets a version too before they get to work on the second book, eh?

Hobbiton at night. You know the story

Moria Nuclear Missile Silo was a tad understaffed

GAME BOY ADVANCE

Go for it there, beardy!

At last – control up to all nine of the Fellowship at once! It's billed as an RPG-lite with 'semi-linear gameplay' and less number-crunching, though you can choose to pore over the turn-based combat or let the AI do it for you. Characters gain new or enhanced skills and the plot stays faithful to the book.

THE HOBBIT

FORMAT: **GAMECUBE (2003)**
DEVELOPER: **INEVITABLE ENTERTAINMENT**
PUBLISHER: **SIERRA** LICENCE: **TOLKIEN'S BOOKS**

Here we have more third-person action-adventure shenanigans, only this time you play as The One Ring finder, Bilbo, on his own adventure to help Thorin defeat Smaug in The Lonely Mountain.

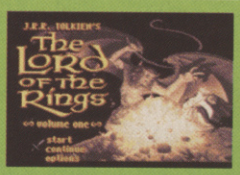
Jump, climb, bust puzzles and explore your way from Hobbiton through the massive Mirkwood to Laketown, complete with leathering trolls and goblins. You'll meet elves and Middle Earth legends like Gandalf, Elrond and Gollum, along the way.

You'll have to persevere to crack the combat system and Bilbo's five main abilities, which evolve according to what you do in the game. This being a GameCube game, there's even a collect 'n' trade minigame that you play against mates.

You even get to take part in the Battle Of The Five Armies – how awesome is that!

Battle 30 different types of enemy! Here, Bilbo escapes from under the Misty Mountains

WHAT'S THE CRACK (OF DOOM)?



Ah, how well we remember it. A LOTR game for the SNES! How we trembled unwrapping the package, left sweaty stains on the cart label plugging it in, and then how we gladly traded it in for a copy of SNES Syndicate later that afternoon. After a whole day wandering the confusing maze of the Barrow Down tombs, we'd simply lost the will to live. We weren't alone; many Tolkien-loving gamers cussed it long and heartily.

Other versions on Commodore 64 and even the Atari 2600 were better, but one thing's for certain: EA and Vivendi risk the wrath of some of the world's beardiest people if they don't do the epic tale justice (and we're not just talking about CVG's hairy-footed degenerates). But surely with this many LOTR games coming, odds are that some of them have got to be good..?

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The fuss Mark creates during his rampage makes the cops *really* mad

It's not always necessary to shoot guys – they can be knocked out too

What do you want to play today then, Roulette or Russian Roulette? Hur hur

THE GETAWAY

FORMAT: **PS2** OUT: **AUTUMN 2002** DEVELOPER: **TEAM SOHO** PUBLISHER: **SONY**

Is this a game or a movie? Actually neither, as Sony believes The Getaway will redefine the way we think of entertainment software.

Next year Sony claims that PS2 won't represent videogames; instead it will be the purveyor of Digital Interactive Entertainment. No more games, says Sony, rather we'll experience how it feels to star in a movie – and not in the way we're used to. It'll be like in Final Fantasy X where movie-quality cutscenes meld with the game action, as a compelling, realistic interactive experience.

Leading the assault into this particular future is The Getaway. Think Lock, Stock And Two Smoking Barrels meets GTA3... here's the rest explained.

IS THIS THE REAL LIFE?

The crux of what's on offer is part driving, part shooting action in an authentic rendition of central London.

Gridlock on Tottenham Court Road as Mark hijacks a patrol car for his escape

A surefire way to get on the wrong side of the law, but you might save time

The attention to detail presents central London as convincingly realistic

Remember to press the button and look both ways before crossing here

It's a gangland crime scene in which you can be ex-gangster Mark Hammond or the vigilante cop on his trail, Frank Carter.

Similar to GTA3, all tasks before you are led by scenario rather than score. It's especially clever how the design doesn't rely on hackneyed videogame staples such as energy bars, or any type of onscreen icons to assist you. In The Getaway your character can steal and drive any car, or pick up and use any weapon available. What sets it apart from the antics of GTA3 is the amazing reality setting. You view each scene as though it were a real situation; your only lead is the job at hand.

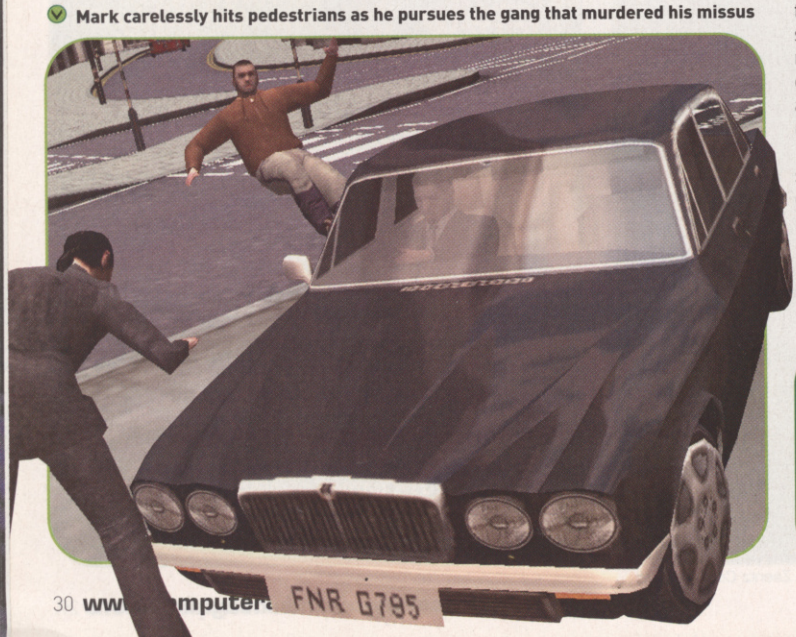
As with last year's breakneck racer Burnout, the streets are busy with traffic, so you run the risk of head-on collisions and side-on smashes as you run red lights or speed through junctions without a care. The version CVG played begins with a car chase in and around London's Soho area. You can only view the car from the outside, which might annoy anyone used to driving first-person, but this is to maintain a cinematic quality.

If you're at all familiar with London, you'll be amazed by the similarity between The Getaway and the real thing. All cars handle and sound differently, and are allegedly modelled after their real-life counterparts. You're free to ditch one and hijack another at any time, usually to confuse cops in pursuit.

On foot the action becomes a simplified Metal Gear Solid. Not everything is interactive; you basically shoot or fight your way through environments staged for a ruckus. For example, the version we played allows you to pass through some doors, while others fail to respond to any command. We played as Hammond, during an attempt to enter a heavily guarded warehouse. Hammond can back up against a wall Snake-style, or quickly duck out to fire off a couple of rapid shots. The control method is simple, but allows you to get through an impressive array of moves.

In a shootout in London's Chinatown, Mark uses his hostage as a shield

Mark carelessly hits pedestrians as he pursues the gang that murdered his missus



CVG RECKONS

The most ambitious PS2 game to date and we're certainly anxious to see how it turns out. But as a realistic alternative to GTA3, this has to be a winner. **Paul**

PlayStation.2

INFOGRAMES

SAME PLANET. NEW SCUM.

MIB™

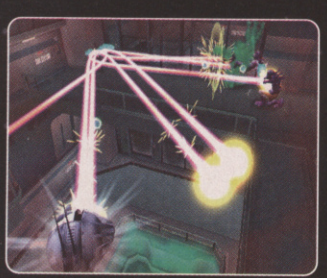
MEN IN BLACK II

ALIEN ESCAPE

Keep your eyes open, watch for signs. Alien scum can't be tolerated.

If it's slimy green and drooling, blast it. If it reeks, gurgles and burps, blast it. If it begs for mercy and promises to return to the dusty God forsaken rock from whence it came, blast it.

Unless you want a bulbous eyed, blue tongued, web fingered lizard thing as your leader, there's no choice but to play as Jay or Kay in this thrillingly addictive battle for Earth's freedom.



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RESIDENT EVIL 0

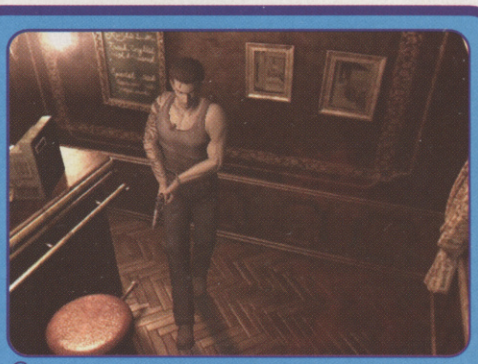
FORMAT: **GAMECUBE** OUT: **2003** DEVELOPER: **CAPCOM** PUBLISHER: **CAPCOM**

You're all familiar with Chris and Jill's bloody battle against the relentless army of slavering zombies in Resident Evil's haunted mansion, but how the hell did the walking dead get there in the first place? All is revealed in Resident Evil 0, the GameCube-exclusive prequel that follows Bravo team's investigation into reports of suspicious deaths in Raccoon City.

Like the revamped Resident Evil on Cube, Zero focuses on two characters, namely rookie cop Rebecca Chambers and ex-Navy-Seal-turned-convict-on-the-run Billy Cowen. By a bizarre coincidence, the pair have been stranded on a runaway train that is overrun by Res Evil's trademark undead mob.

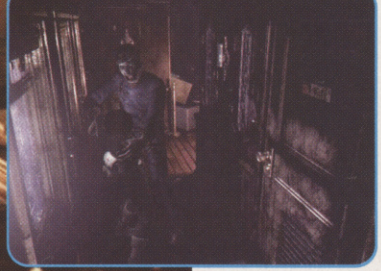
Pleasingly, the lighting effects in Zero are just as sweet-as as they are in the Res Evil on GameCube

"You want some first?" Rebecca Chambers dishes out a barrage of lead



This guy is convict-on-the-run Billy Cowen

Rebecca's a fox who packs the heat when it's needed

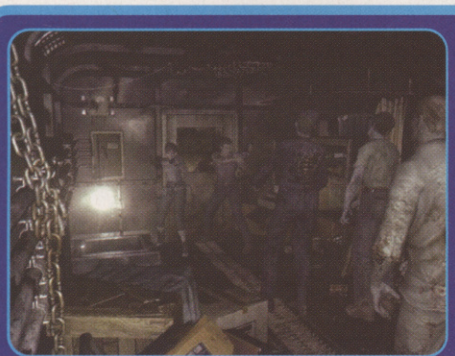


Watch out for this 'conductor' guy – he wants more than just your ticket. Pop a cap in his rotting ass

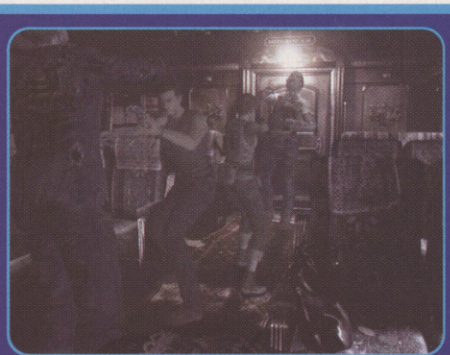
Rotting commuters and flesh-eating conductors haunt the eerie corridors; these guys won't just slap you a fine if you haven't got a ticket either – nope, they'll go straight for the jugular, sucking rivulets of claret from Rebecca's curvy figure while Billy is mobbed by still more of the bloodthirsty suckers.

CHARACTER ZAPPING

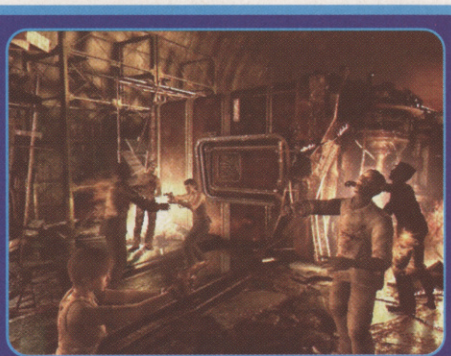
There's no place to run either. Confined to battling in tight corridors and burning carriages, the desperate duo must pair up to fight off their attackers together, combining their



You can easily switch between Billy and Rebecca – it's just a case of pressing a button



This facility allows you to fight back-to-back when the going gets really tough



You can control one character while issuing orders to the other. How cool is that?!

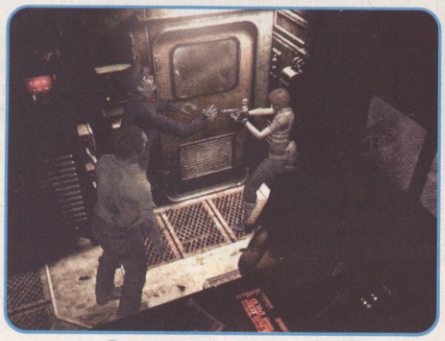
Much of the fighting takes place on a train, but you eventually reach terra firma again

firepower to keep almost certain death at bay.

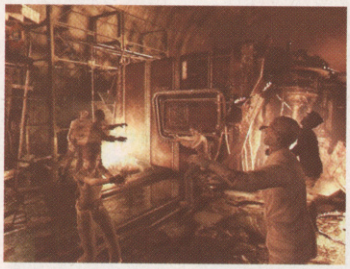
The most exciting thing about Resident Evil 0 though, is how you make the pair interact with each other. Capcom has introduced an all-new 'Character-Zapping' feature that allows you to switch between Rebecca and Billy at the touch of a button. Essentially this changes the way you tackle many of the game's puzzles, as you'll have to change from one character to the next to use the items each is holding, or to benefit from their individual skills.

It's the same in combat too. Choose to keep an injured Rebecca back out of harm's way while Billy takes aim and shotguns his way through the zombies, or team up together to tackle some of the game's bigger monsters.

You don't always have to directly control them either, instead issuing one of a handful of orders that either makes them stay to back you up in battle, or retreat and look for a safe place to hide out.



You can't see it here but the camera shakes and rattles as the train moves



The heat-haze effect that hangs over the action is truly awesome to behold

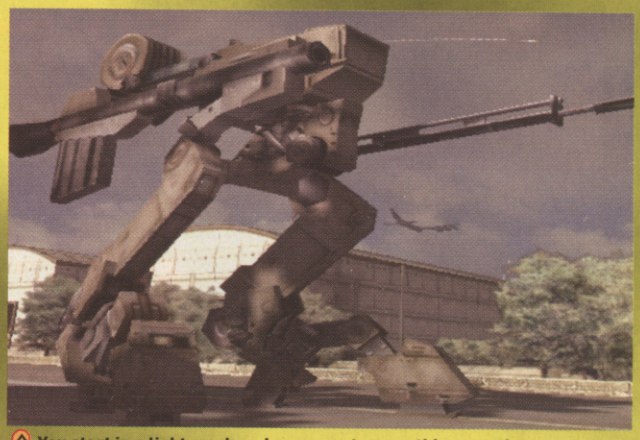
Some of these flesh-heads are fast on their feet, so be quick on the trigger

JUST DROP IT

Another of Zero's new features is the ability to drop anything from your inventory at any point in the game. Yup, rather than hiking halfway across the game to pick up ink ribbons or drop off useless bits of junk, you can just chuck them on the floor and return later in the game to retrieve them, whenever necessary. This also allows you to hand stuff from one character to the next, again another feature that's essential for solving Zero's mind-busting puzzles.

CVG RECKONS

Resident Evil 0 is an all-new horror adventure that looks truly stunning, featuring a range of totally innovative ideas and some of the shit-scariest moments ever to grace a videogame. Class on Cube. Alex



You start in a light mech and progress to something meatier

STEEL BATTALION

FORMAT: **XBOX** OUT: **2003** DEVELOPER: **CAPCOM** PUBLISHER: **CAPCOM**

Steel Battalion is a mech shooter where the controller is every bit as big as the giant robots in the game. The beast's almost three times bigger than the Xbox itself – hell, it takes eight buttons just to get your metal mauler up and running!

However, controlling the mech is surprisingly simple. The left stick moves the iron giant while the right one aims the primary weapon. There are buttons that switch on the nightscope and open the comms channels, plus three foot pedals which control acceleration and sidestepping, There's even a switch to clean the windscreen!

Can't see? Hit the windscreen wiper button for a clearer view!

It looks complicated, but is actually pretty straightforward

Although the version we've played gives little more than a taster at the moment, Steel Battalion plays smoothly and looks sharp. Those have got to be good early signs.

CVG RECKONS

First impressions are good, but it's the £200 price tag that makes us feel weak at the knees. Alex

Not quite as cool as the jungle stage in DOA3, we admit

Smash opponents off the cars and pillars for added damage

This is Christie. As she rolls about she jiggles about a fair old bit. Grrr

After being slammed into that rail, Hwoarang is sure to be stunned

Poor dress sense should always be punished with full force

FORMAT: **PS2** OUT: **SEPTEMBER** DEVELOPER: **NAMCO** PUBLISHER: **SONY** PLAYERS: **1-2**

TEKKEN 4

It's about this time of year that many PlayStation gamers start to twitch. Brains begin to think in combo strings. The skin on the thumbs starts to harden. Yes, September is Tekken time, and this year the competition is stronger than ever as Virtua Fighter 4 has set a new benchmark for 3D fighters.

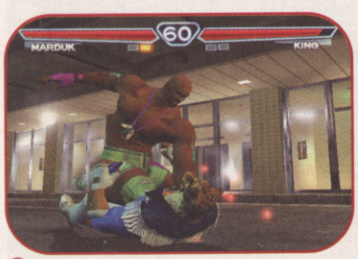
Luckily, Tekken 4 innovates. It's got new characters, new play modes, bigger arenas, new combo systems and walls. Yep, walls. Kick off a ruck in the underground carpark, and you can smash your opponent off walls and pillars. The damage multiplies as you do, meaning you'll be busting out combos to do wall damage as the terrain requires it.

There's a ring set in a Fight Club-style boxing club, and smashing your opponent into the whooping onlookers causes them to go flying. You can brawl in the Shibuya shopping district, dashing around in the streets as observers watch from shop windows. Best of all is the area on top of a skyscraper. There are no walls here, but you can see for miles all around. It looks awesome.

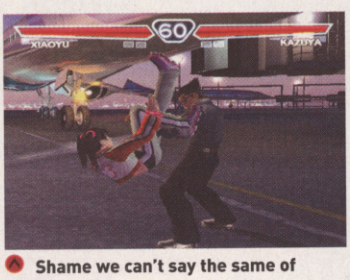
Tekken 4 is a seriously beautiful game. There are none of the jaggies of VF4, just the same beautiful clarity as the coin-op. Character animation is

Welcome back, Kazuya. Paul thinks back to Tekken 2

Look at the detail! You can almost see the brand of Law's trainers



Having a tiger head is cool, but we wouldn't want to be King right now



Shame we can't say the same of Angel and Devil. Damn

FORCE THE ISSUE

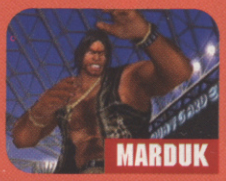
Do you remember Tekken Force mode from Tekken 3? Well, the new game goes one better with a roaming 3D mash-up called Tekken Force Assault. We think you'll find that Square's awful The Bouncer was meant to play something like this.

Explore the corridors of the Mishimi Corp HQ and mash up everybody

Take down the bosses at the end of each of the three levels

PLASTER CAST

Here are the 23 fighters that'll be kicking your TV's ass in September. A lot of old favourites and a few new faces.



flawless, and most of the time there's loads going on in the background. It's true that a few stages like the jungle, airport and beach look a bit sparse, but rumours persist that Namco coded this game in ten months from top to bottom. Corners may have been cut.

SMASH AND GRAB

They haven't messed much with what's generally considered the most tactile and satisfying combat system out there. Two punch buttons, two kick buttons. Smash them, and people get smashed. Every punch and kick looks like it's caused a haemorrhage.

The full roster from Tekken Tag hasn't survived the journey though, with 'only' 23 making it (see above). The biggest omissions are Baek, Bruce and Anna, and you only get a single King. Namco gets around this by combining the moves of Armor King and King from previous games to make the new tiger-headed one. It's also found a way around the Mishima overload, with Kazuya returning alongside Jin and Heihachi.

Jin Kazama plays like a completely different character. Your Tekken 2 Kazuya combo strings will still cause big pain, but the button taps you know for Jin will have him standing around, not kicking ass.

The latest instalment in the soap opera that is Tekken shows Jin 'unlearning' his style because he hates his Mishima roots, so there you have an all-new style to learn straight away. Sorry if you'd mastered him before, but now it's time for you to get yourself back to school.

MY NAME IS... STEVE

Other new styles come courtesy of boxing champion Steve Fox and UFC killing-machine Craig Marduk. Both fighters play differently to anyone else in the roster (the kick buttons make Fox duck and weave, for example), with the resulting impression that this a more comprehensive fight bible than ever before.

But the critical question remains: can the brutal new Tekken 4 topple Sega's technical master? CVG will be hammering both games in the coming months to come up with the definitive verdict before September.

The car models are amazing – like they've just driven out of GT3

The airport stage has to be one of the dullest that features in the game

CVG RECKONS

Based on the Japanese versions, we're leaning slightly towards Virtua Fighter 4. But we've had that longer and so we're better at it. Our Tekken marathon may be just starting, but it's already looking like the best in the series. Dean

DINO STALKER

FORMAT: **PS2** OUT: **SEPTEMBER 9** DEVELOPER: **CAPCOM** PUBLISHER: **CAPCOM EUROSOFT**

You can smell the Carnotaurus boss's rancid breath from a mile away at least

Due to some weird time-travel glitch, US fighter pilot Mike Wired bails out of his plane during a dogfight in 1943, only to land in a strange jungle populated by, ulp, dinosaurs. He was hoping for dusky maidens but he got big lizards. Shame.

That's the premise for the third instalment in the generally disappointing Gun Survivor series. While the first two were set in the Resident Evil universe, Dino Stalker

Your gun hand shakes uncontrollably with fear every time the slightest sound emanates from the jungle's depths

BLINX: THE TIME

FORMAT: **XBOX** OUT: **AUTUMN** DEVELOPER: **ARTOON** PUBLISHER: **MICROSOFT**

A cool Xbox game doing stuff that just isn't possible on any other system? Rub your eyes!

From the co-creator of Sonic The Hedgehog and the legendary NiGHTS (ask someone who owned a Saturn) comes a new marvel. His name is Blinx, a tabby cat with the ability to control time, armed with a wicked range of toys.

We reckon Blinx could be an Xbox killer app when it springs into stores this Christmas. As with Mario Sunshine, you really shouldn't let the kiddie-style looks deter you. Blinx is rich in ingenuity, making it hard to turn your back on it after only a few minutes' playtime.

At first glance you take in what looks to be a run-of-the-mill platform game, but with kick-ass character design and terrific overall styling. Your gamer curiosity is quickly aroused though.

Compared to simple action-orientated platform games, there

Old Blinx seems to really get a buzz out of cleanliness. He loves that vacuum cleaner, and just look at the shiny gleam on those boots!

Suck up that fridge to use as a missile. Now where's the TS1000...

Blinx uses his Time Sweeper – supped-up vac – to battle monsters

The TS1000 can be upgraded several times for new features and more power

Being hunted by raptors in the long grass will scare you rigid. Unless you're used to that sort of thing

The cutscenes that appear explain the mystery that surrounds Mike's arrival in the land of the dinosaurs

draws on the multi-fanged frights of the Dino Crisis world.

PASS THE PAMPERS

While you can play the game with the normal PS2 joypad, it works best with the Namco G-con2 lightgun. From the opening moments of the game when you're falling through the air and attempting to repel Pteradons, to the desert levels where you use the sniper shot to pick off Oviraptors stalking you from the cliffs, the feeling of total immersion is quite terrifying. There's even a coherent plot to follow, driven by superb cutscenes and gorgeous graphics. It's shaping up to be the best in the series without question.

CVG RECKONS

Dino Stalker looks set to be one of the few games actually worth shelling out on a lightgun for. Maura

SWEEPER

are fewer enemies to face, but each one is tricky to tussle with. Objects that Blinx collects hold mystery too.

Rather than simple platforms for Blinx to hop around and have fun while blasting bad guys, you realise the worlds are to be treated like huge puzzles. These puzzles can only be solved in what developer Artoon cheekily calls The Fourth Dimension – otherwise known as time.

It's the start of Level One. That green fella can cause Blinx loads of trouble

BETTER THAN RUBBER MICE

Blinx is armed (pawed?) with a vacuum cleaner-style device called a Time Sweeper TS1000. Its basic function is to suck up trash, which is used to blast at monsters that sneak through glitches in time, as well as to adhere to surfaces or objects that help Blinx get around.

But the really groovy Time Sweeper stuff goes like this: collect at least three types of the same crystal, and Blinx unlocks abilities including Pause, Fast Forward, Rewind or Slow-Motion time control. Most amazing of all, Blinx can record time then revisit the same period to join a recorded version of himself! He can act as a decoy or jump on a seesaw to propel his normal self over a wall. It's all terrifically clever.

CVG RECKONS

The more you think about it, the better it gets and the more you want to play it. Could be a match for Mario Sunshine. Paul

These heavyweight zombies provide an easy target for you

Imagine suddenly bumping into these guys in the dark!

DOOM III

FORMAT: **PC** OUT: **MID 2003** DEVELOPER: **ID SOFTWARE**
PUBLISHER: **ACTIVISION**

His right arm is a tentacle that whips out to strike from a distance. Tricky *and* icky!

It was heart-in-mouth, drop-one-in-your-trousers fear as CVG watched Doom III. We couldn't believe our senses. Nor will you.

There's little to know in the way of plot details – it's the year 2145 and hell is unwittingly unleashed by the Union Aerospace Corporation. Okay, good. But since the game isn't due until this time next year, just know that the fear is there because everything looks and sounds so incredibly real.

Even Allied Assault looks like a kids' cartoon alongside Doom III. Just the sight of a monster has you catching your breath and you retch as a mutant pig-dog-thing dines on a corpse's intestines – it's all utterly convincing.

But the direction of the experience counts too. You go from being spooked by the slightest noise to full-on fright as a ghoul bursts through metal piping before you. The pace of the game is affected by the balance of weapons versus enemies – the shotgun fells humanoid ghouls one after another, but the assault rifle is needed to concentrate heavy fire on more robust fiends.

It's your inevitable death that leaves an indelible impression. After having your last breath knocked out of you by a grotesque demon, your head hits the floor; see the demon straddle your lifeless arms and legs, roll you onto your back, then bite your face! Aaaaaaarrrgh!!!! Bring. It. On.

This... thing smears blood on the floor as it drags corpses to its lair

CVG RECKONS

Heart-rending fear that stays with you long after play. But you may need a loan to afford a PC that'll run it. Paul

XENOSAGA

FORMAT: **PS2** OUT: **NOW (JAPAN) LATE 2002 (US) TBC (UK)** DEVELOPER: **MONOLITH SOFT** PUBLISHER: **NAMCO**

Xenosaga is the much anticipated follow-up to the cult Japanese role-player Xenogears. The big surprise now that it's arrived in Japan is that Xenosaga is in fact the prequel to Xenogears, which is now revealed by the developers to be the fifth episode in the series. Confusing!

Although we never got to see Xenogears in the UK, let's all pray very hard that Xenosaga will eventually be released here. The CGI intro, featuring an archaeological excavation in Kenya, is simply breathtaking, setting the scene for the wonders to come. We might not be able to understand the Japanese text or voice acting, but we know a sophisticated, sexy sci-fi role-player when we see one.

The story is set thousands of years from now, when humans have fled Earth and are being pursued in outer space by an alien race called the Gnosis. 'KOS-MOS' androids have been devised to battle the aliens. The main heroine of the game is Shion, a foxy chief engineer working on the development of the KOS-MOS mechs.

Cute KOS-MOS Chitsujo has one fine set of bazookas... for an android

Why not just use that vending machine?

The cinematic intro sequence begins with a discovery at an archaeological dig...

...and goes on to show what happens when you mess with ancient artefacts

ULTRA VIOLENCE

The battle system is an exhilarating clash of flesh and steel. Shion and KOS-MOS use high-tech weapons moulded to their arms, and can choose between long or short-distance attack combos. Levelling appears to be a simple process based on Hit Points and Ethereal Points.

Shion may be a cute-looking engineer, but she can kick plenty of alien butt

Battles are turn-based and use combos of high-tech weapons and mêlée attacks

SUPER FUNKY CYBER SEXY

The look is space-age high-tech, all gleaming mechs, sparkling, sanitised space ships and gorgeous animé characters. When the blood flows, however, it's no holds barred. Huge gouts of arterial gore splat across the pristine white space station floor. Monsters gnaw at corpses, sucking obscenely on the flesh, and the almost dead twitch and quiver in agony. Such shocking scenes intermingled with so much stylised beauty make for fascinating viewing.

And viewing really is the word, as the one major criticism of Xenosaga is its over-reliance on cutscenes and real-time CGI. Be prepared to sit back and watch without lifting a finger in anger, although you do have the option to skip the cutscenes.

Space battles are cool, but you don't interact with them much

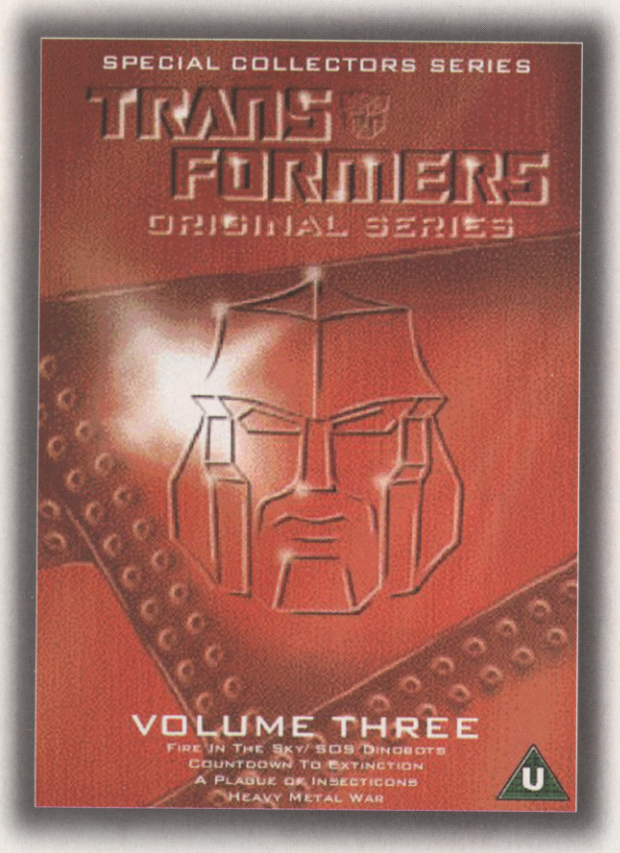
You'll witness lots of chatting among the crew. Here they decide to send Roy Keane home

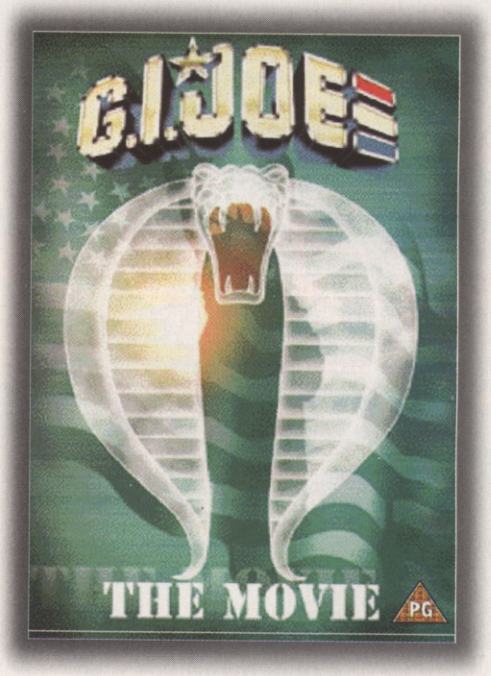
The emotional intensity of the characters helps propel the storyline

CVG RECKONS

Xenosaga could well take a tilt at Final Fantasy's role-playing crown. Mature, dazzling and dark, it could be a revelation if the English translation is handled well. **Maura**

robots in disguise





Transformers Original Series Volume Three

During the 1980s, one cartoon series ruled television...Transformers. Volume Three of the original series is now available for the first time on DVD including the classic episodes Fire In The Sky, SOS Dinobots, Countdown To Extinction, A Plague Of Insecticons and Heavy Metal War. So let the battle begin...

G.I. Joe The Movie

Also available the full length feature version of the legendary GI Joe TV cartoon, originally released in 1983. The G.I. Joe forces face their gravest mission as they fight to save the Earth from total destruction at the hands of the evil creator of the Cobra Organisation. Featuring the voices of Don Johnson and Burgess Meredith, this is an absolute must have for all cult cartoon addicts.

Transformers Out Now

GI Joe Released 8th July

buy now: www.hmv.co.uk

Title subject to availability at participating stores.

top dog for music·video·games HMV

FORMAT: **XBOX/PS2/PSONE/GC/PC/GBA/GBC** OUT: **NOVEMBER** DEVELOPER: **EUROCOM/ARGONAUT/KNOWWONDER** PUBLISHER: **EA**

Hurt the turtles before they hurt you!

The gnomes seem to like chewing shoes

More gnome-roasting in the garden

HARRY POTTER AND THE CHAMBER OF SECRETS

Feel the power of Potter! Not even Star Wars has the clout to command four renowned developers working on games across seven different formats, to be released simultaneously in an explosion of Voldemort-trouncing merchandising might. Ka-zang!

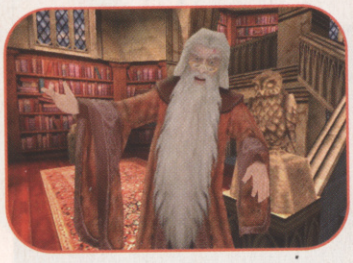
Potter is unstoppable. You don't have to be an expert in fortune-telling like Professor Trelawny to see that there'll be wall-to-wall Potter mayhem come Christmas time. Happily, the games are looking sweeter than a Chocolate Frog and play just as tastily.

All seven games are based on Harry's and his friends' adventures in their second year at Hogwarts School of Witchcraft and Wizardry. It's not long into the new term, and not unsurprisingly, strange things start happening. Pupils, animals and even the House Ghosts have been turning up in a petrified state and it's not long before the fingers are pointed at Potter. You have to help Harry, Ron and Hermione uncover the mystery of the Chamber Of Secrets and find the terrible truth and the real culprit.

LIONS AND SPIDERS AND BEARS

All the games follow the plot of the book and movie closely, with the PC and next-gen formats being the most faithful recreations of the Potter world. The next-gen games take the form of 3D action adventures in which you get to explore the magical

Dumbledore may be noble, but we still reckon he looks like a nob



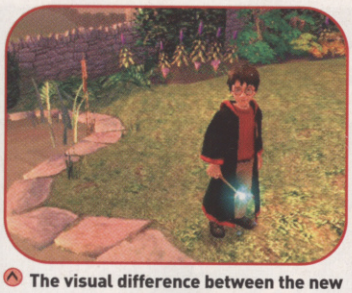
EA RAIDS YOUR BRAIN

The new locations for The Chamber Of Secrets look so incredible it's like the developers have crawled into your head and stolen your ideas for how the world of Harry Potter should look. It's all here, from the Weasleys' crazy magic house to the foreboding Knockturn Alley where Dark Arts goods are sold.

Diagon Alley is faithfully recreated and looks as good as the movie version

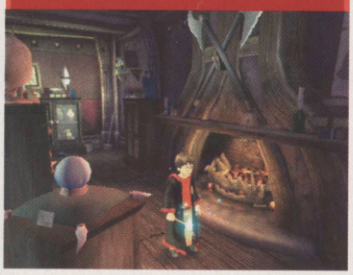
The Weasleys' house! Just like we imagined it

Withdraw your Sickles and Knuts from Gringotts before shopping



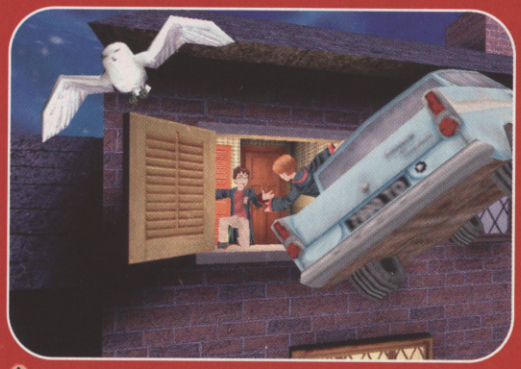
The visual difference between the new games and the PSone version is huge

The wand lights up the CVG office



SET-PIECE SPECIALITY

There are many memorable moments in The Chamber Of Secrets book and it looks as if they will all be recreated for you to play at home. For instance, there's a mad fight with the Whomping Willow after crash-landing in Hogwarts' grounds in Arthur Weasley's Ford Anglia, the scene with the giant spiders in the Forbidden Forest and, of course, more Quidditch.



Fearless Ron rescues the imprisoned Harry from the clutches of the dreadful Dursley family

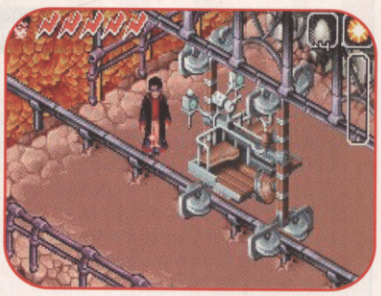
There are some ace mini-games; here you help clean the gnomes from the Weasleys' garden

Check out the sun setting over the idyllic English village of Ottery St Catchpole. Beeyootiful, innit?

The classrooms have had an overhaul since Harry's last handheld outing

Has Ron broken his wand or is it being magically repaired?

Clamber aboard the Gringotts' mine cart to be able to visit your own vault



Reports of a suntanning mini-game are as yet unconfirmed

world in much more depth than in The Philosopher's Stone. As well as Hogwarts and its grounds, you are now able to explore a vastly improved Diagon Alley and even get to play about in Ottery St Catchpole, where the Weasleys live.

There are some amazing fights too, like the one that takes place when you are exploring the depths of the Forbidden Forest and confront the giant spider Aragog. Then, of course, there's the final fight against the vicious basilisk that has imprisoned Ginny Weasley.

PORTABLE POTTER

The handheld versions are more than simple updates of the originals. The GBA version uses a whole new game engine and is now played from an isometric viewpoint, and the GBC version is a mini-game-filled 2D adventure where you collect yet more of those super-rare Famous Witches and Wizards cards. The PSone version is a pared down version of the next-gen games, with the emphasis placed more on winning the House Cup.

Let's hope you can explore all the shops in Diagon Alley

There are new items and spells and new ways to cast them by using the twin analog sticks on the next-gen pads. The graphics are stunning and with more varied gameplay than the first games, and the power of the most popular brand in the world behind it, Harry Potter And The Chamber Of Secrets is CVG's tip for the Christmas number one and most probably well deserved too.

CVG RECKONS

Potter is going to be unavoidable for the next six Christmases and is sure to get on everyone's titties eventually, but until the irritation sets in, these new games are sure to prove a set of damned fine adventures in their own right. **Lee**

RATCHET AND CLANK

FORMAT: **PS2** OUT: **LATE 2002** DEVELOPER: **INSOMNIAC GAMES** PUBLISHER: **SONY**

We're always nervous when a new 'platform hero' appears on our Scope-O-Matic because they're often pointless. Playing Ratchet And Clank, though, our fears were blasted to bits. Stacked with great gadgets and starring an energetic new hero with a funky robot sidekick, this doth rock.

In fact there's almost too much to talk about. Suffice to say that 35 weapons, most of which you can find a variety of uses for, is a lot to contend with. That's in addition to Ratchet's basic range of around 20 moves! What's more, Ratchet's world is vast and rammed with nooks and crannies to explore.

The action's so busy you'll hardly take in the cool characters

Ratchet places all his trust in the grapple to swing him far into this gigantic mutha of a city. How big?!

His flamer is bigger than yours, but Ratchet is quicker on the trigger

WHO AND WHAT?

Ratchet is the feline type; Clank is his tiny robot buddy hitching a ride on his back. These guys and their world have been created by the ambitious team at Insomniac Games, best known for the hit Spyro series on PSone. We were always knocked out by what Insomniac could do with PSone, let alone PS2. So it's no big surprise that the storyline contains great humour, the control is wonderful and the overall look is pure 'wow'.

The pace is varied and exhilarating

MANIACAL MECHANICAL

Most of the time you're playing as Ratchet, but there are occasions when Clank helps out – kind of like in

CONTRA: SHATTERED SOLDIER

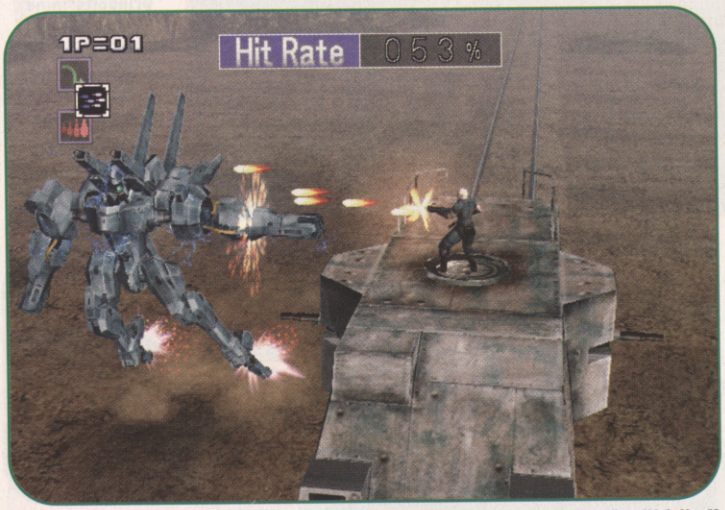
FORMAT: **PS2** OUT: **TBC** DEVELOPER: **KONAMI** PUBLISHER: **KONAMI**

We're getting sick of games designed just to look pretty and let you win. We're betting on the return of Contra to lay down the law!

The Contra series is renowned as the ultimate in sci-fi orientated shooting action. During the late '80s and into the early '90s, gamers knew to expect bad guys the size of the TV screen in massively over-the-top futuristic warfare against alien invaders. Contra rocked our world. Now, almost a decade since the last hit game in the series, the classic Contra gameplay has been reworked, it seems, to success.

To uphold the Contra style, the gameplay remains 2D-orientated, though with some 3D aspects. You can go it alone or with a friend, but it's hard work whichever. Stages are mostly left-to-right scrolling, with few chances to venture into the background or foreground.

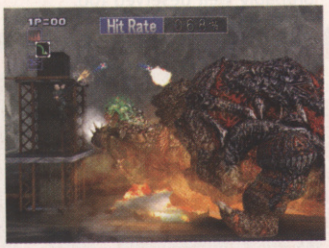
We haven't seen much evidence of this yet, but other styles of play feature too. We're just hoping there'll be sections viewed from a top-down perspective, in addition to those where the action is viewed coming towards you, based on what we're used to from previous games in the series.



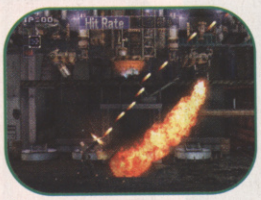
Your guys need to jump each time the robot crashes into the train, or they'll fall off

BOSS OF BOSS BATTLE

Show-stoppers where Contra is concerned are always the Bosses. They are invariably huge and boast a range of surprising tactics to catch you off guard. Check these images of a giant robot attacking our guys defending an armoured train, and the monstrous turtle-like creature with fiery breath and a lava-crusted shell. Just fire for all you're worth!



Grenades could be the only weapons to crack this guy's shell



Running around like a cat on a hot tin roof. Ouch!

Clinging onto missiles is clearly the way forward

CVG RECKONS

Easily the best revision of the old skool that CVG has ever seen, but we can't pretend this will be to everybody's taste. Still, it looks the business! Paul

We used to have things like that hopping around at CVG. We bust them up good

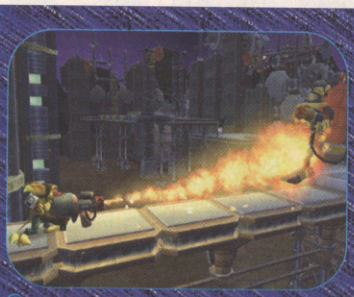
Nintendo's Banjo And Kazooie. The action is hectic most of the time, constantly buzzing through Ratchet's inventory to find the weapon or tool of choice. Thankfully, the inventory system is speedily accessed, and you can select a hotlist of favourite gadgets for near instant swaps.

Weapons aren't picked up, they're researched by Ratchet. This is why he must collect funds by busting up enemies. It takes time and skill to research and build up a useful arsenal and many levels must be played through more than once for you to get all you need. It's up to you how much you want to balance firepower with the urge to rush through and see the whole game.

WHAT A SPANNER

Your basic tool is a wrench, used to clobber things up close, or thrown out to return boomerang-style. Early on you get a cool flamethrower, a telescopic grapple and a device that allows Ratchet to drop or throw mines. In the way that Ratchet can upgrade his own tools, his buddy Clank can receive mods too. So far we've only seen Clank make use of rotor-blades to fly. Anyway, we're assured no end of tinkering to find the right means to all kinds of ends.

In later levels we're promised scenes where the game is played and viewed through the eyes of little Clank, no doubt transforming the action into some funked-up FPS!



Your ammo is limited, so don't go crazy just because it all looks so cool

Clank lends his skills for a while, flying Ratchet on a sightseeing tour

Thanks to the clarity of distant objects, you can plan a route before you start

CVG RECKONS

A PS2 game that has really dazzled us with its fistful of clever features and gorgeous looks to rival Jak And Daxter's. Paul

DEAD OR ALIVE: XTREME BEACH VOLLEYBALL

FORMAT: **XBOX** OUT: **TBC** DEVELOPER: **TEAM NINJA/TEMCO** PUBLISHER: **MICROSOFT**

All the Dead Or Alive babes, wearing bikinis, playing volleyball, on the beach: surely this needs no further explanation?

Wait up, there's more to XBV than bouncy balls and even bouncier chests. Of course this is essentially a volleyball contest, and all the standard rules apply. What Tecmo has introduced is the concept of choosing the right partner, and boosting their morale to ensure spectacular victories.

"Damn, girls playing volleyball in the exact place I was planning to sit"

Th-the girls l-l-limber up b-before th-the m-match... help

Any cash that's earned playing tournaments is spent on shopping sprees on your partner's behalf. If you buy the right things, your lady plays better. Offer something undesirable, and they won't respond at all.

It helps if you know something about the relationships between characters in DOA early on, as you should avoid making an awkward match in the first place. For example, Kasumi and Ayane would be a bad combination, as they hate each other. As relationships improve, the after-match celebrations become more affectionate and personal. Yes, hugs and maybe kisses are possible.

Apparently DOAXBV uses a different game engine to DOA3. Hmm

Kasumi blasts the ball powerfully towards Tina, kicking up sand with the effort. Er, nice tree

EVENING ENTERTAINMENT

You can earn more cash in a casino close to the beach and you can spend your winnings in a music theatre and cinema. Great cutscenes and rocking tunes are part and parcel of the DOA experience. This is where you get to celebrate all that.

CVG RECKONS

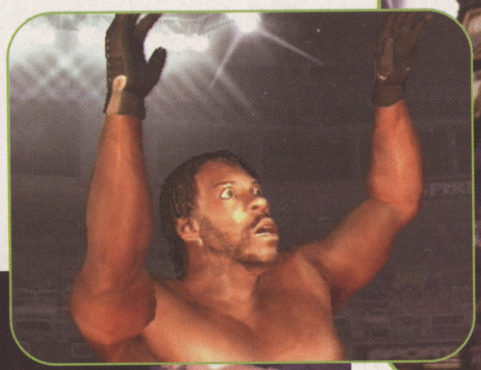
Dispel those wicked thoughts of hours in the company of semi-naked ladies. There is a worthy game here, you hear! Paul

WWE SMACKDOWN! 4: SHUT YOUR MOUTH

FORMAT: **PS2** OUT: **WINTER** DEVELOPER: **YUKES** PUBLISHER: **THQ**

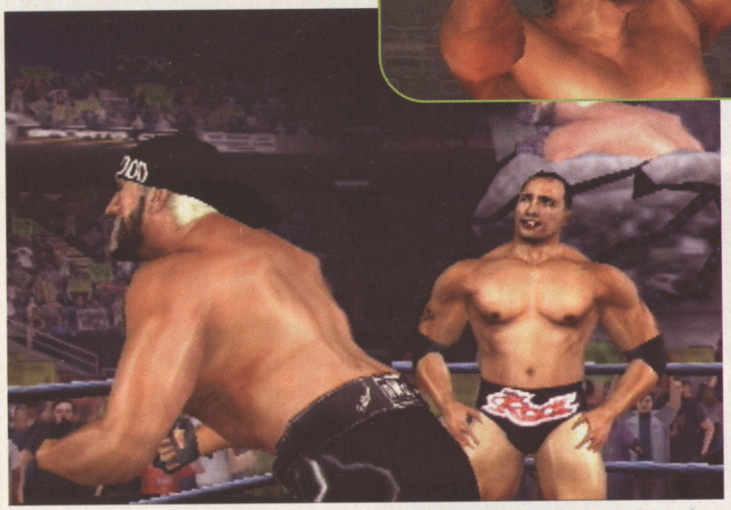
The menacing rolling thunder of World Wrestling gathers yet more momentum as a slew of new grapple-happy games is released across the next-gen formats. As well as Raw 2 on Xbox (Oi, THQ, why haven't us Europeans had the first one yet?!) and Wrestlemania X8 on GameCube, THQ showed a playable version of SmackDown! 4: Shut Your Mouth at this year's E3.

Building on the solid foundation of the previous games, it happily looks as if SmackDown! 4 will improve on every aspect of Just Bring It!, while not doing anything too radical to mess with the mega-successful formula.

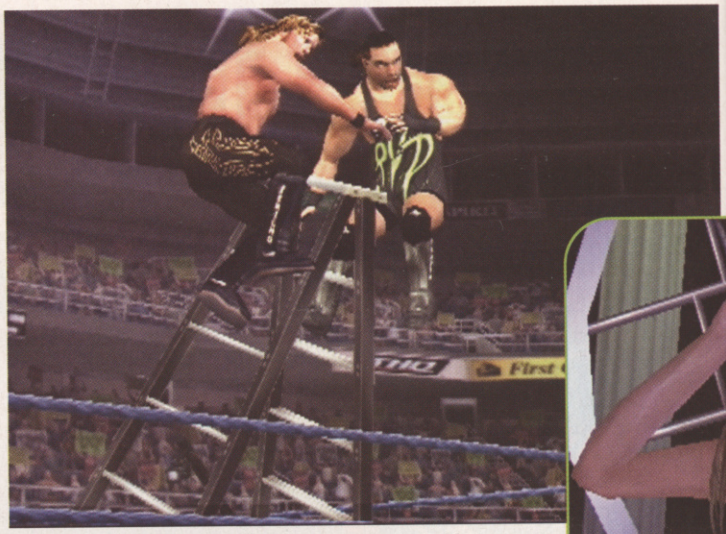


See the shock reflected in the man's eyes! Has Booker T just won or lost?

Triple H seems pretty damned pleased with his two championship belts

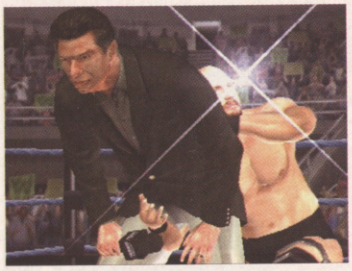


Relive the Icon vs Icon match at Wrestlemania X8 between The Rock and Hogan!

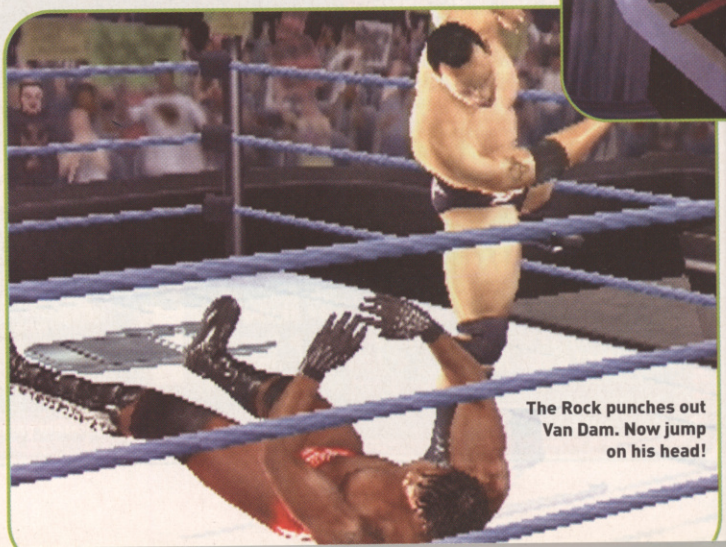


Ladder matches are clearly only ever going to end in tears

Check out the realistic skin and muscle structure – very tasty



Vince is grabbed in a place that God intended to be only treated kindly



The Rock punches out Van Dam. Now jump on his head!

GARDEN OF PAIN

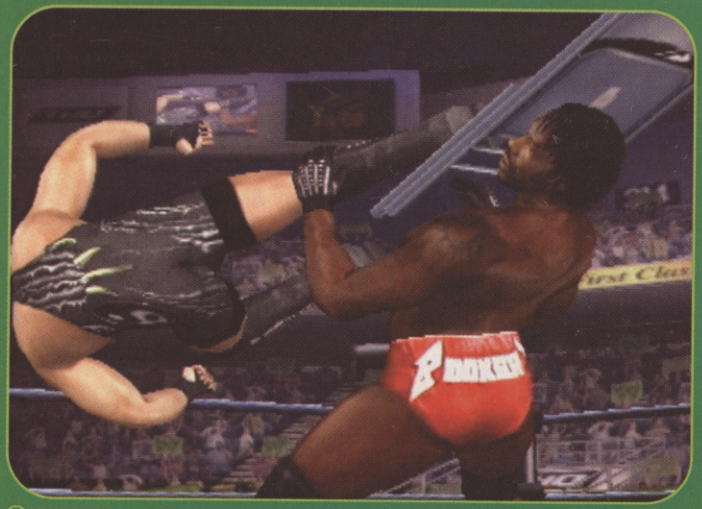
Four games down the line, it's pretty clear that SmackDown! 4 was never going to be wholly original. What it does, though, it's sure to do with style like you've never seen.

There are brand new wrestlers from the nWo faction and from the ECW crossover last year, complete with their own moves and alliances to deal with. There are new arenas – including a stunning-looking Madison Square Garden – along with 14 pay-per-views including Backlash and Vengeance, as well as the UK-exclusive Rebellion event.

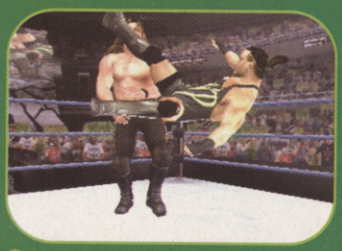
The game looks a whole lot nicer than it did before too. New character models with infinitely more detail and more realistic expressions than those in JBI! will pop your eyes from

VAN DAM'S THE MAN

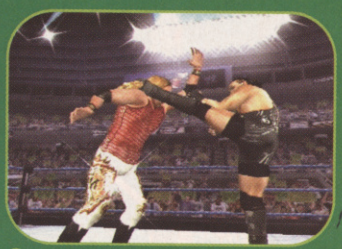
One of the biggest new hooks in Shut Your Mouth is the new roster of wrestling superfreaks, er, superstars. Heroes from the recently assimilated ECW, as well as the bad boy nWo faction of the WWE, have been included. Wrestlers confirmed so far include: Shawn Stasiak, Hollywood Hogan, the spankable Stacy Keibler, Booker T, the legendary Ric Flair and, CVG's current favourite, Rob Van Dam. Check him out.



Kickboxing pro Van Dam is plenty man enough for Booker T's chair smash



RDV takes to the air with the greatest of ease and lays on the hurt



Christian takes a sturdy beating from Van Dam's legs of elastic

She got spanked by Vince McMahon and we bet she liked it lots

your head and the brand new Titan Tron, with enhanced video and entrance footage, will make them explode in a sticky shower before they hit the floor. Whoosh!

CAREERS ADVISOR

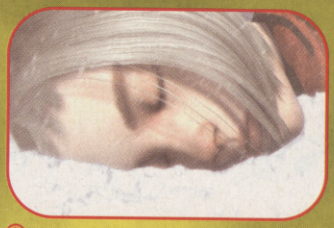
The biggest improvement to the action will be found in the Career Mode. Just for starters we've seen Hell In A Cell cage matches, crazy teeter-tottering ladder action, as well as a saucy re-enactment of Vince McMahon laying the spankage on to his newly acquired assistant Stacy. The backstage interviews and angry confrontations have been expanded too and there should be more routes through to the championship belts, making for a more freeform and unpredictable experience. Definitely on course to smack JBI! in the head.

CVG RECKONS

If you love all things wrestly then you'll already be gnashing your teeth with excitement at the prospect of this latest update. If you're still not sure about WWE, this could be the one to convince you. Refined play modes and the smoothest visuals yet seen in any wrestling game ensure another Christmas smash. **Lee**

PANZER DRAGOON ORTA

FORMAT: **XBOX**
OUT: **SEPTEMBER**
DEVELOPER: **SEGA/SMILEBIT**
PUBLISHER: **INFOGRAMES**



Enigmatic cutscenes attempt to convey the bizarre and curious storyline

A thrilling chase through subterranean canals requires speedy reflexes

Playing Panzer Dragoon Orta feels like having someone's amazing imagination painted onto your retinas.

Xbox has taken a giant step forward in terms of what it's throwing on screen. When confronted with something as marvellous as Orta, Microsoft's claims that Xbox is the artist's tool suddenly gain credibility.

Rain obscures your vision, but not enough to hide all the battlements

ULTIMATE DRAGOON

Panzer Dragoon originally took flight on Sega's Saturn, and Smilebit's mission with Orta is to make it the ultimate in the series. Panzer is known for its amazing fantasy characters and worlds, combined with shooting action where perfection reaps the ultimate rewards.

Though the third episode was a role-player, the favourites among fans were always the shoot 'em ups says Smilebit, which reckons this is the best direction to take for Panzer on Xbox. They should know! The team comprises members who produced the original games for Sega Saturn.

Now your dragoon can morph between three types at any time: defence, power or balance. Basic controls are familiar (fire, boost forward or back), and morph. As before, you must shift the viewpoint between front, rear, left and right to target all enemies.

But one legacy which some may dislike is that Orta is an on-rails experience – to allow for more detail and to direct the experience like a great animé movie.

Lock onto many enemies at once, then plasma power to destroy

CVG RECKONS

We'll wait to see how much depth the final game holds before judging, but Orta is shaping up to be a stunning flight adventure. **Paul**

How about a bit of arm wrestling for respect? Hammer on the buttons to keep up the strength and win

Disarming the enemy is the only way there is to obtain new weapons, and it boosts adrenalin too

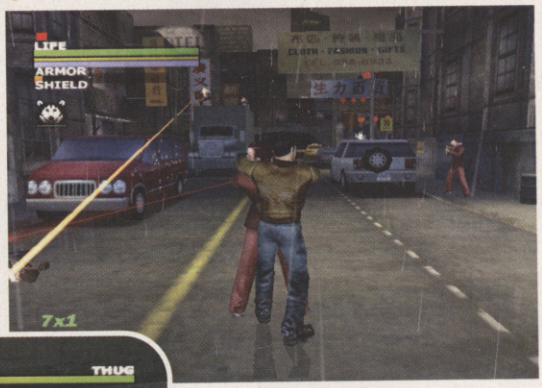
Rhythm action takes on a new meaning in this scene, where you're in control of the pole-dancing girl!

DEAD TO RIGHTS

FORMAT: **XBOX** OUT: **TBC** DEVELOPER: **NAMCO** PUBLISHER: **TBC**

Introducing your new favourite controversial videogame, with bustin' ass, no-questions-asked hero Jack Slater. This full-on Hong Kong cinema violence has been dubbed 'Action Noir' by Namco. Makes no sense to us, but it sounds good. DTR is sure to be certified 18 in the UK: here's why.

Jack Slater? Wasn't that Arnie's name in Last Action Hero?



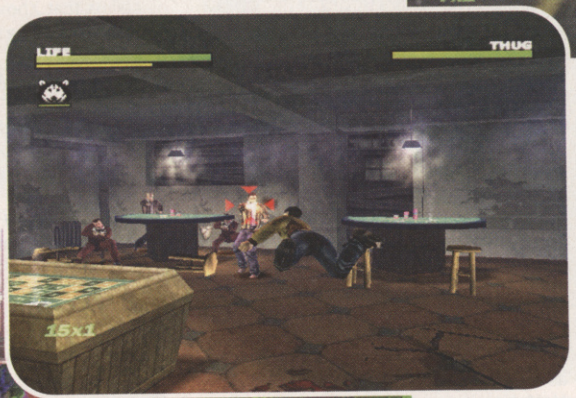
The hostage's energy becomes Jack's shield until he dies!

BREAKNECKPOINTBLANKDEATH

Jack's a cop with a bruised reputation, out to clear his name. One of the cool things about him is that he is a K-9 officer – his partner is a dog. And Shadow the Husky is more than just a prop, as we'll explain later.

Jack, though? He's simply the most brutal videogame protagonist CVG has encountered. He smacks folks in the face with the butt of a shotgun, pistol-whips to the back of the head, breaks arms to steal a guy's gun then pops a bullet in the head to say thanks.

Jack is stylish, but he's extreme. It's adrenalin that allows him to perform superhuman combat skills, such as dodge and weave rapid punches, or the stylish despatch of the toughest armed foes. Such moves are enabled by an adrenalin button, which also allows slo-mo diving Max Payne style, when Jack can pick off multiple targets.



A dive in slow motion requires adrenalin to perform, but the plus side is that Jack is able to hit more targets

Jack faces as many as 40 enemies at once, making a nightclub brawl seem authentic

Call on Shadow for backup

DEPUTY DAWG

For special occasions Shadow the Husky is called upon to attack or disarm crooks, or retrieve vital items. As with the adrenalin gauge mentioned above, Shadow's assistance is restricted. Both must be 'charged' before use. To do this you must have Jack perform the greatest and most varied combat moves possible.

Various scenes feature that don't follow standard procedure, and they have fun control systems borrowed from such games as Parappa The Rappa and Track & Field. At one stage, for example, we see Jack serving his prison sentence, arm wrestling to earn respect!

CVG RECKONS

This is so on-the-edge you expect cops to arrest you just for playing. Paul

TAO FENG: FIST OF THE LOTUS

FORMAT: **XBOX** OUT: **2003** DEVELOPER: **STUDIO GIGANTE INC** PUBLISHER: **MICROSOFT**

Fiery Phoenix is stunned, allowing Exile to wade in

Wow, Once Upon A Time In China meets the WWE! Half the prodigious brain that let the Mortal Kombat universe loose in ours now has its sights set on Xbox.

When Mortal Kombat ruled the western world, its infamy lay in the extreme visuals as much as anything else. It was John Tobias who was responsible for the radical new look that helped usurp Street Fighter. Now, separated from his partner Ed Boone, who's currently producing MK: Deadly Alliance, Tobias' latest project could be the new face of fighting games.

GONNA TEAR IT UP

Two of the aims are to have fully destructible arenas, plus fighters whose bodies become damaged with the scars to prove it. Realism complements the Chinese mythological influences. Smashing a guy through glass is great for dramatic effect, but the chance to weaken an opponent's limbs opens new areas of strategy.

Exile could heal those injuries but at the expense of power

Chi energy governs the outcome of contests; a gauge shows how much Chi your fighter has to work with, and it can be focused on healing damaged limbs or unleashing attacks far more extravagant than Tekken's or Virtua Fighter's. Deciding how to spend your valuable Chi is a core element of Tao Feng.

Use crazy acrobatics to get the better of your rivals

CVG RECKONS

Realistic damage, destructible arenas and the balance of Chi could transform these kooks into real contenders. Paul

PROJECT EGO

FORMAT: **XBOX** OUT: **TBC 2003** DEVELOPER: **BIG BLUE BOX** PUBLISHER: **MICROSOFT**

Calling Project Ego a role-player is close to saying Doom III is kind of like Pac-Man. Our understanding of character development, and how beautiful or terrifying worlds can be, has been truly shaken.

Most role-players allow you to acquire a vast collection of items such as weapons, armour, clothes and potions. The good stuff becomes quite precious over time, but this seems shallow compared to how Project Ego works. Your most valuable possessions here are your character's body and soul.

Yeah! We like. Stay indoors plotting evil deeds, with our clothes soaking in black dye

Wade in there and knock its block off! Of course, this could be a case where you must find its babies...?

YOUR BODY IS YOUR TEMPLE

Each action you take reflects directly on your character. Every battle in which your guy is hit leaves a scar. Decisions taken over moral issues will gradually transform the way he looks – good and healthy or evil and pale. Pump up your muscles or allow them to wither away. The character you nurture will look different to everyone else's by the end.

It's an effort to gain cool looks and perform tasks with a measure of skill, but Project Ego has clever ways to bestow rewards. Once you've gained renown, for good or evil, people will respond to your persona. If you're a real hero, kids might choose their fashion to match yours. Or perhaps your reputation is much darker and folks will shy away as you approach...

A fine upstanding gentlemen – with an injured arm

CVG RECKONS

If Project Ego turns out to be everything Big Blue Box has promised, a new future for games will be established. Paul

THE SUM OF ALL FEARS

FORMAT: **PC/PS2** OUT: **AUGUST/SEPTEMBER** DEVELOPER: **RED STORM ENTERTAINMENT** PUBLISHER: **UBI SOFT**

LAW AND ORDER

There's not a great deal of tactical planning but you still get to order your team-mates about. You can even send them running energetically to their doom! Evil-doing roolz.

Tell your old pal Eric to follow closely and he'll obey, lap-dog style

Careful not to get confused when your team-mates take aim at you

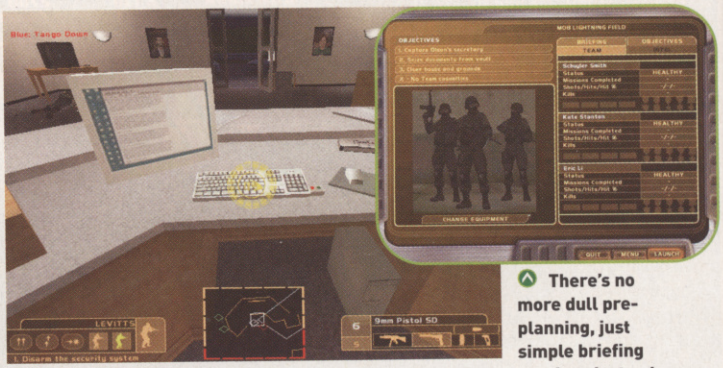
Take cover behind barricades while your team does the dirty work

It's the game of the film Americans wanted removed from movie theatres across the States. Based on the Tom Clancy novel, The Sum Of All Fears movie and game tells the story of the US Government's race against time with an extreme terrorist group. How extreme? Extreme enough to nuke a sports stadium full of people halfway through the story. Eep!

HELPING HAND

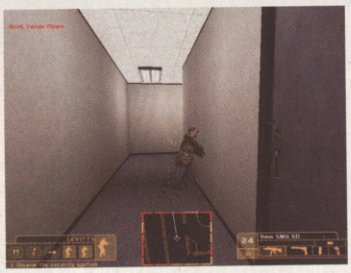
Based on the technology behind the Rainbow Six games, The Sum Of All Fears has much broader appeal, especially for PS2 players. All of the pre-mission planning and tactical-ops nonsense of the PC games (which we always reckoned was tedious) has been ditched. Instead you're given a simple briefing and are thrown straight into the action.

You control just one fireteam, instead of having a hand in all of them as in the Rainbow games, and the action feels a lot more focused and exciting as a result. The map has been simplified too, and you can even turn on a helpful guideline to literally lead you to your mission objectives.



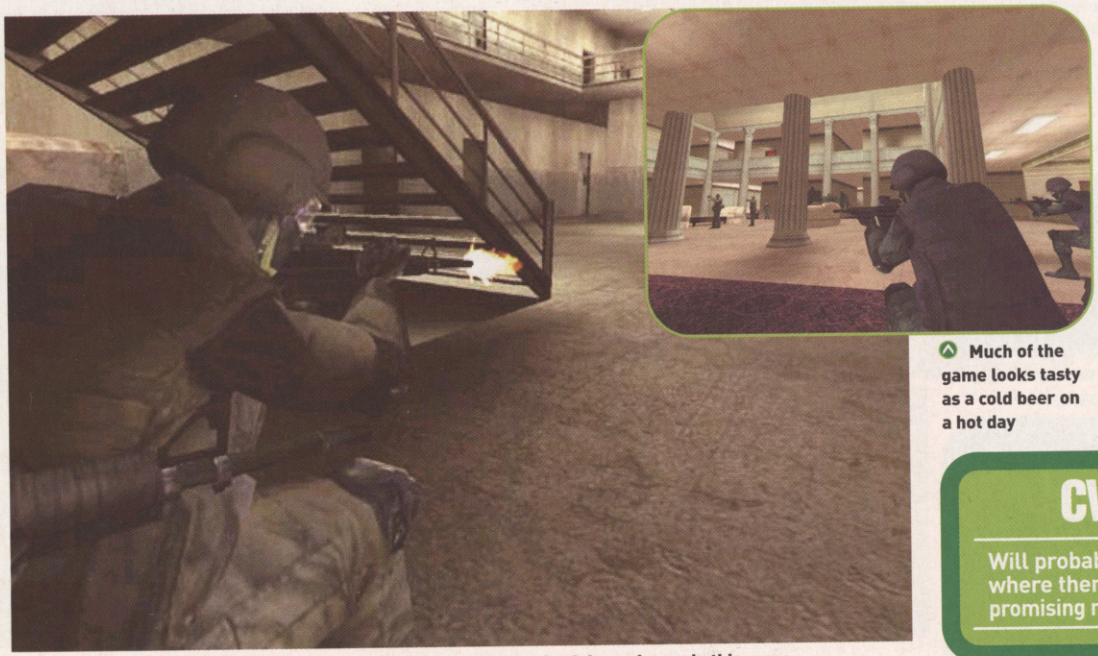
The icon shows how long different actions take

There's no more dull pre-planning, just simple briefing sessions instead



Take out bad guys from a distance, as one shot can kill you stone dead

Sneaking through the backdoor is painful if you bang your helmet



Much of the game looks tasty as a cold beer on a hot day

You need to be supple as there's an awful lot of crouching and sniping going on in this game

DUMB, NOT BLOND

Such dumbing down may not impress PC heads familiar with the more taxing aspects of similar tactical FPS games, but it's sure to be far more appealing if you like your thrills more instant. The Rainbow Six PSone conversions never really worked on the teeny home console, but it looks like the PS2 version of Tom Clancy's latest blockbuster will bridge the gap between all-out tactical geekiness and super-sexy stealthy action.

CVG RECKONS

Will probably be better received on PS2 where there's less competition, but still a promising movie tie-in on both formats. **Lee**

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Foot Locker
THERE CAN BE ONLY ONE

The game all looks so very real... Thank God they didn't decide to opt for cel shading

This may not be the best angle to race from, but it gives you an idea of the great sense of scale

Remember: not losing control at corners is the golden rule of rally. That's fine in theory...

COLIN MCRAE RALLY 3

FORMAT: **PS2/XBOX/PC** OUT: **AUTUMN 2002** DEVELOPER: **CODEMASTERS** PUBLISHER: **CODEMASTERS**

Replays will tickle your retinas with their loveliness

By far the coolest thing to come out of Scotland since the deep-fried Mars Bar, Colin McRae's name is synonymous with excellence both in the world of real rallying and in the context of videogames.

The genius brains at Codemasters created the most satisfying, all-encompassing and downright unputdownable rally games ever to grace PSone and they're about to do it again with added next-gen special sauce. Va-va-voom!

REALITY DOESN'T BITE

The promotional blurb states that 'Control is everything' and this gives you an idea of the level of realism being aimed at. We've played it and there's none of the floaty weightlessness of V-Rally 3. When you slam round a corner and the back starts to spin out; in Colin 3, you really feel like you're losing control of a ton or two of metal. Scary.

Cars are made up of more than 14,000 polygons and are almost indistinguishable from their real-life counterparts. They are also constructed just like real rally cars: break bits off your motor and you'll see all the correct gubbins underneath. Neat! Break those off though and you'll notice the negative impact on your handling.

There are eight countries and a total of 56 stages to thunder around, plus two-player racing on PS2, and four-player on Xbox. Expect to read a whole lot more about this blockbuster in CVG as the game nears release.

Real-time reflections *and* particle effects? Spoddy next-gen heaven!

Three aerials? How many carphones does a rally driver need?

Snow is notoriously difficult to drive around – that's why Santa Claus rides a sleigh in the sky, you know

IT'S RAINING, MAN!

The McRae games have always been big on realism. The technological leap from PSone to PS2 and Xbox allows for even better graphical features, physics and weather effects. Check out the rain as it soaks your driver to the bone.

When it rains it pours and the courses get slippier

The in-car view demonstrates how the next-gen power is being put to good use

And the replays show the reflections as the drivers struggle with the conditions

CVG RECKONS

It'll be one of the last of the new batch of next-gen rally games to be released, but as you can see, it's already on track to be by far the best of the bunch. Also out on PC. Lee

PSYCHONAUTS

FORMAT: **XBOX** OUT: **2003** DEVELOPER: **DOUBLE FINE PRODUCTIONS** PUBLISHER: **MICROSOFT**

This is what happens when a truly mad bloke is let loose with the world's most powerful games console: powerful madness.

A Psychonaut is someone who projects themselves into minds to sort out troubled psyches. It takes training though, and it's extremely hazardous once inside.

Unpredictable. Weird. It's exactly what you would expect from the brains behind LucasArts' Grim Fandango and legendary Day Of The Tentacle, Tim Schafer.

It's still fun running, jumping and swinging but this isn't the game's core

It may look normal but you ain't seen who lives here yet!

NOT MUCH X OF X TO X

Your character, a trainee Psychonaut called Raz, learns telekinetic skills as he progresses through various minds. You really need to use your brain to help Raz become a fully-fledged Psychonaut. See, this is no platform game driven by mindless object collecting and checkpoint checking. Instead it's led by scenario, where your objectives are more about problem solving – who to follow, or which trick to confuse the inhabitants of a psyche.

Solve puzzles to earn psychic puzzles, then fly!

CVG RECKONS

A platform adventure game where the entire theme is appealing, not just the central character? Should be good fun. Paul

TORK

FORMAT: **XBOX** OUT: **SPRING 2003** DEVELOPER: **TIWAK** PUBLISHER: **MICROSOFT**

As soon as we saw Tork we knew he was perfect. After all, few are better suited to running and jumping around than a caveman junior. Cavekid armed with bolas (rocks in a sling) versus the dinosaurs in the craziest prehistoric world Xbox can muster: it's got to be fun.

DICING WITH DINOSAURS

Whipping Tork's bolas around, biffing up dinosaurs is special. Tork scoots about really quickly too, which is refreshing to see. The game really gets moving when Tork transforms into one of his animal spirits: yeti, armadillo or flying squirrel. Not only do these look great, but they have powerful attacks and often lead to secret locations where cool stuff is hidden.

Tork can't hold his animal forms for long unless you find power-ups

Tork is scared of nothing! This triceratops is the least of his worries

BYGONE KID IN FUTURE FOLLY

After gaining confidence on home turf, Tork heads off into other dimensions to track down 'evil warriors' who trashed his village and kidnapped his father. Though you lose the dinos, lava pools and jungles of prehistory, medieval contraptions and space-age pitfalls are just as much fun when you're equipped with such an agile hero.

Twirl the bolas, build power and smash those lanterns

CVG RECKONS

When Tork springs into action there's an instant charm about him. Could be a new action hero is born. Paul

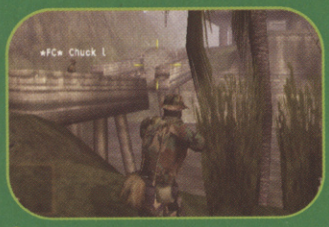
SOCOM: US NAVY SEALS

FORMAT: **PS2** OUT: **WINTER** DEVELOPER: **SONY** PUBLISHER: **SONY**

You get twice the innovation of a regular PS2 game with SOCOM. Not only do you use a new USB headset peripheral to bark commands at your virtual team-mates in singleplayer games, it's also promised to be the first game that will be playable online by the end of the year!

It might be realistic in an army stylee, but you still 'frag' rather than 'kill'

Crouch and talk through the mission plan before steaming in



Lob grenades and shout things like "Fire in the Hole!". It's all good

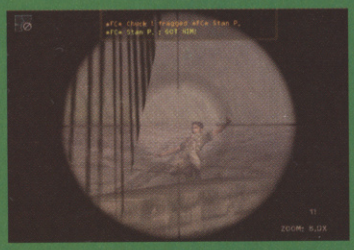
You are a commander in the Special Operations Command. It's your job to neutralise terrorist threats in 12 lengthy and dangerous missions that promise to mix stealth, cunning, combat skills with a dose of plain old-fashioned endurance.

HE SAID, SHE SAID

You can play with a Dual Shock pad but for the truly authentic squad-based SEALs team feel, you need to get a headset. Using advanced voice recognition technology, possibly stolen from the future, you can order your team of hardmen around. They will even talk back to you. It's a fantastic way to immerse players into the heart of the action, and the first time it's been done on a console.

You'll find that the headset comes into its own in multiplayer games too. Up to 16 people can play via a broadband Internet connection and exchange gossip over the headsets

The box in the bottom right shows you what your buddies are up to



Down he goes. No blood as yet...

MORTAL KOMBAT: DEADLY ALLIANCE

FORMAT: **PS2** OUT: **AUTUMN/WINTER 2002** DEVELOPER: **MIDWAY** PUBLISHER: **MIDWAY**

It's what the game's is all about – blood! And plenty of it – the very essence of MK!

New character Blind Kenshi fights using ultrasonic waves. Probably

Though it may have been the grizzly new fighting daddy on the block in the early '90s, the Mortal Kombat games have definitely been travelling economy class lately compared to the mile-high first-class luxury of Virtua Fighter, Soul Calibur and Tekken.

Deadly Alliance wants to turn the tables with a fully 3D and comprehensively reworked fighting system, as well as all the trademark blood and guts you could want.

Joining old favourites like Sub-Zero, Scorpion and Sonya is a collection of gorgeous new fighters that includes a female counterpart for Sub-Zero.

Finish the game to see what's under Quan Chi's cloth

Point a gun in the terrorists' faces – that should make them behave

Somebody's blown a hole in the side of the temple – go investigate

while simultaneously capping their enemy. It isn't possible to play the main game in multiplayer, but you can play one of three special gameplay modes in one of 12 dedicated multiplayer maps.

CVG RECKONS

The first online PS2 game is big news. Here's hoping it isn't hamstrung by a substandard online network in Europe. Lee

Duck beneath projectile attacks to avoid getting frozen

Scorpion's attempts to cushion his fall by doing the Macarena fail horribly

Reports of a whoopee-making minigame for the pair are unconfirmed but our fingers are crossed.

GRAPPLE, SLASH, ROUNDHOUSE

More significant, though, are the new fighting styles. Every character in Deadly Alliance can use three different styles and switch between them in battle with a flick of a shoulder button. It works brilliantly and lets you switch from Judo-style throwing moves to vicious weapons-based mêlée combat in an instant.

Based on what we've played we reckon the fighting won't be quite as sophisticated and complex as in VF4, especially in terms of countering and feints, but it would be wrong for the legendary MK to try to ape another fighter. Anyway, the new ability to switch styles effortlessly, and the fluid and frantic pace of the fighting, should ensure MK stands proud all by itself.

CVG RECKONS

We'd love to see a return to MK's former glory From what we've played, the game seems headed in the right direction. Lee

SLY RACOON

FORMAT: **PS2** OUT: **AUTUMN** DEVELOPER: **SUCKER PUNCH**
PUBLISHER: **SONY**

The first videogame racoon hero? Probably. But it's not as lame as you think, because Sly Cooper (that's his name) has a lot more in common with Solid Snake than those other furry mascots Sonic and Crash.

Descended from a long line of criminal racoons, Sly Cooper's mission is to retrieve a stolen family book called the Thievius Raccoonus. In this precious tome lie a number of secrets to the art of thievery.

The result is a platform adventure with a sneaky, stealthy edge to it. Even at this early stage, it's clear the finished product is going to rock out loud.

Use the barrel for protection from the darts of death

Press the action button to perform context-sensitive moves

Collect the coins for extra lives and grab bottles for power-ups

Wait until the guards are least expecting it, then surprise them

THEY CALL IT TOON-SHADING

We're all pretty sick of cel-shading but at least Sly Racoon has a consistent crime caper-esque feel to it. There are MGS Codec-style mission updates with other characters and Cooper even has a gruff drawl like Snake. The level challenges are original too, with Cooper having to sneak about on ropes, conceal himself in barrels and collect codes to unlock special moves. Slick and very sly.

CVG RECKONS

Our Paul is banking on Ratchet And Clank to be the next great PS2 platformer, but some of us reckon the Racoon is where it's at. It'll be an interesting battle come Christmas time. Lee

STUNTMAN

FORMAT: **PS2** OUT: **SEPTEMBER** DEVELOPER: **REFLECTIONS** PUBLISHER: **INFOGRAMES**

There are some jobs that simply cannot ever be boring. Working for CVG is of course one; being an internationally renowned Stuntman is another. Possibly, the Stuntman job is just that little bit more dangerous too.

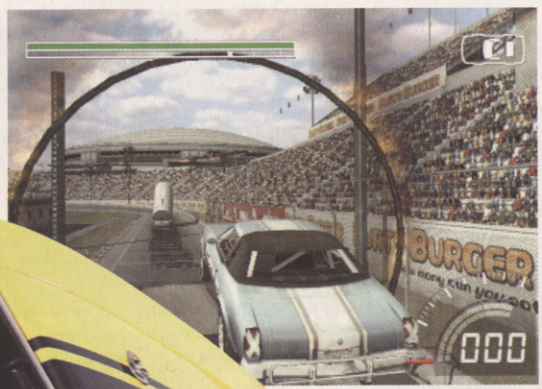
If you don't fancy zipping yourself up tight into a flame-retardant jumpsuit in real life, but still want the thrill of spinning hotrods through the air and tearing through narrow streets in crazy three-wheeled taxis while avoiding getting shot, then Stuntman on PlayStation 2 could be just the ticket to tickle your itching tailpipe this autumn.

Starting out as a rookie stunt driver on a low budget Brit-flick, you'll progress through to a hillbilly crime caper, an Indy-style action adventure and more, until you are sufficiently renowned and armed with enough skills to tackle the mother of all stunt movies: the James Bond-style super-spy flick.

Blam, whoosh! It's all in a day's work for the hardened stuntman, y'know

Chase the car without smacking into either it or the oncoming traffic

At the risk of sounding spoddy, the particle and dust effects are lovely



Through the flames to hear the crowd go ker-azy

COLIN McSTUNT

The game is split into six movies, each of which has a selection of stunt sequences to perform. As soon as the director yells "Action!" you need to burn your way around the movie set, following the visual icons and listening carefully to what the director is shouting in your ear.

It's quite similar to rally games in which your co-driver warns you of oncoming bends, except in Stuntman you're being told to barrel-roll across terrifying yawning chasms instead of merely tackling a slightly muddy corner. Tell McRae that rally is out and stunt-driving is in!

LATHER, RINSE, REPEAT

Stuntman is unlike any driving game you've ever played before and takes a bit of a leap to fully appreciate. As the game asks you to perform ever more daring stunts, like leaping over helicopters and crashing through burning

Watch which side of the car the overtake symbol pops up on

The in-car view is a highly intense driving experience

The Egyptian adventure movie sees our hero in a motorbike and sidecar

SUPER STUNT FURY!

Although the difficulty level is still being put through the tweakage process, we reckon Stuntman is gonna be one tough old cookie to get your greedy gnashers around.

Just take this stunt sequence as an example. It's the first stunt from the second movie called 'A-Whoopin And A-Hollerin' and you're given over 15 individual stunts to perform perfectly in order to complete the stage. It took us a while, but how we whooped and hollered when we finally busted the level. It was very noisy. Check out the sequence in full.

Bust through the fence for an easy introduction to this tricky course

Jump from the hill and smash the chimney of the barn before you land

Up the ramp you go, then between the speeding trains before you get well and truly squished like jam

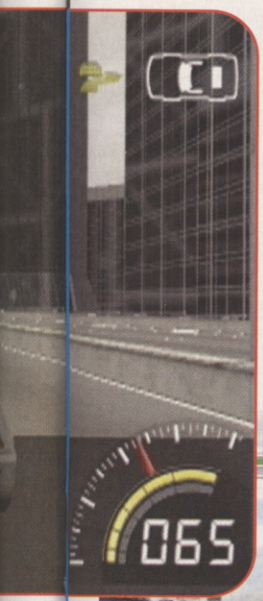
Next it's on through the burning barn – watch the paintwork

Pass close to the explosion for maximum dramatic effect

Zoom your way through traffic, then take a well-timed leap over the strategically placed swimming pool

Another explosion in the gas station – again make sure your timing is spot on

Then it's on under these huge falling chimneys. Yep, this time we didn't quite make it...



chalets in snowmobiles, it looks as if the action will get incredibly tough.

At any stage during the stunt sequence all number of things can go wrong. You might prang a tree, spin out, or crash into oncoming traffic, all of which jeopardise your chances of pulling the stunt in time.

There's a heck of a lot of replaying the same sequence over and over in Stuntman, and at this stage just a tiny bit of frustration. However, we discovered that you're likely to get that little bit further each time you play, so you can't help but have just one more go.

It looks hard – and it is. He's gonna need to apply a whole lot more than a wodge of sticky tape over the taillights to have a chance of pulling off this stunt

The yellow smash icon lets you know where to point your bonnet

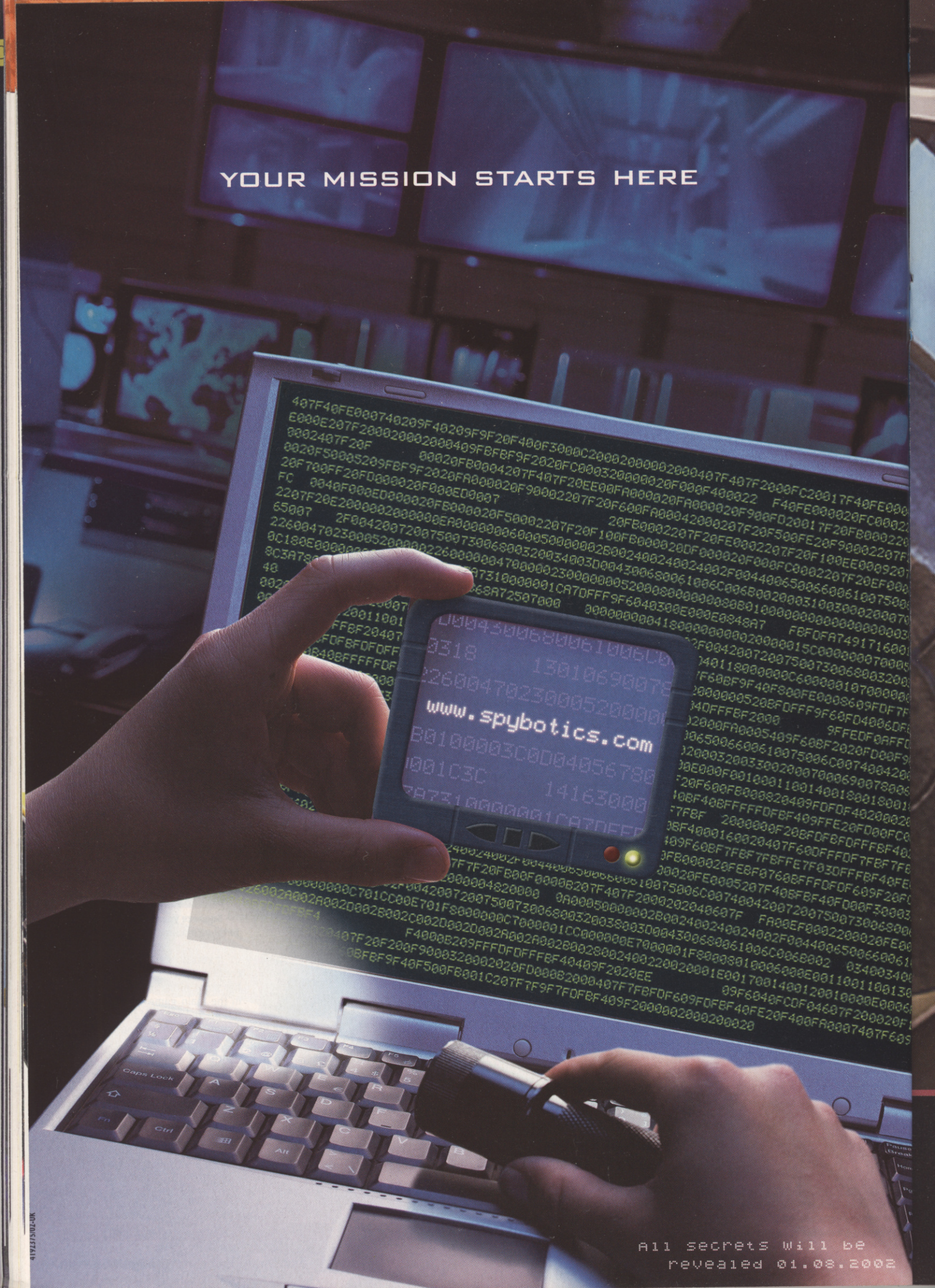
Drive through your own stunt creations to dazzle the world

Squeeze your way through the trees to tot up maximum stunt pointage

If you do get too frustrated to continue, then you can always try out the stunt arena. By completing stunts in the main game you win 'toys' like ramps and rings of fire to play with in the stunt arena. You can mix and match as many pieces as you like, then drive around your stunt course. And if that still doesn't satisfy your insatiable driving hunger, you can try out the different challenges in the driving games mode.

CVG RECKONS

Bursting with gameplay and brand new ideas, Stuntman is almost guaranteed to be totally different and well worth trying out. **Lee**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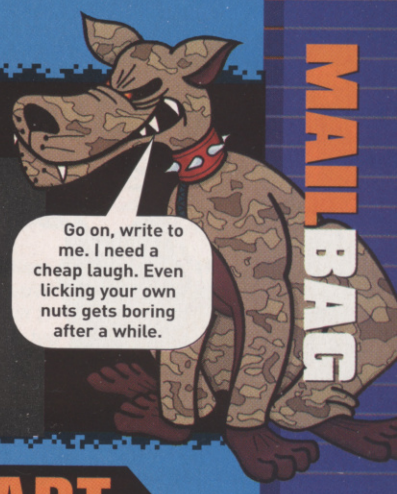


FATAL ATTRACTION
Alex, Paul and Lee's recent trip to the E3 games show in LA has changed them. The spell of Zelda on GameCube has bewitched them all, deeply affecting their mental state. So if you want to send them a get-well card, or just feel like a games-related rant, then this is the bit of the mag to do it in.

BRYAN WESTLIFE

I am a little sick of hearing people slag off the GameCube – people are always saying it's too kiddie and childish. I am 18 and I for one don't care if the console has a kiddie reputation. All I know is that I'm going to get pure class-in-a-glass games such as Luigi's Mansion, Pikmin, Smash Bros Melee, to name but a few. And after playing Resident Evil, I'm sold. I played it for about 15 minutes and couldn't believe how great it was. And now Final Fantasy on GC. Wow. Zelda, Final Fantasy and Phantasy Star on the same console. RPG heaven. Another great thing about the GC is that the joypad is so comfortable. And the last thing I'm going to mention is its power. It's not as powerful as the N64.

David Bryan, Wolverhampton

David's made a good point. Anyone who says Cube is a kiddie machine is just dumb. Does kiddie mean bad, then? Star Wars bad, is it? Harry Potter bad? Shrek bad? (Okay, that's debatable.) All the good stuff is (so-called) kiddie. Now go and eat your greens!

THE CRAZIEST PERSON ON EARTH!

I don't care if you think I am the craziest person on earth but I think the GameCube was a big disappointment. I love CVG and Nintendo, but issue 246 [the GC launch special] and the GameCube are not really things I want to see. I still love you CVG, but please don't only big up GameCube. My little baby (PS2) gets ticked off.

Kane

CHART

CVG

The stuff that's turning us on

1	**Legend Of Zelda (GC)** Alex: "Looks like a cartoon, plays like Ocarina Of Time"
2	**Super Mario Sunshine (GC)** Mike: "Ride Yoshi! Use a jetpack! Ride Yoshi! YES!"
3	**Doom III (PC)** Pete: "Looking darker than any other upcoming blaster"
4	**Legend Of Zelda (GC)** Lee: "Link's mad eyes and crazy moves give me goose bumps"
5	**Legend Of Zelda (GC)** Paul: "I've played it. I want to keep playing it. Soon!"

Does your wickle baby get ticked off? Well you just give him a nice cuddly-wuddly from us.

GOLDEN BONE

THE PRICE IS RIGHT

Firstly, thanks for publishing my thoughts on MGS2... although I kinda did get the feeling that you were either dissing my name, or you genuinely thought that I was someone's mum who shops at Iceland.

I'd just like to tell you that I'm actually 18 years old and not someone's mum.

Do you actually have the time to write proper answers to people's letters instead of stupid, sarcastic and even sexist comments? I thought it would be nice for the gaming world to know that a female gamer actually appreciates MGS2, perhaps on more levels than other people. But no, you just had to make fun of me (sigh).

Anyway, I guess it doesn't matter. Keep up with the mag, and continue to bring us up-to-date news. I think I speak for all those female gamers out there...

Jeanne Price, Surrey

Jeanne, we feel truly guilty. Mike punched himself in the face and Pete undid his own shoelaces – that's how guilty we felt. To make it up to you – and because you're 18, "and not someone's mum" – we're going to give you the bone. The Golden Bone.

JOYTECH®

On the telly, what do points mean? That's right, PRIZES! And now they do in CVG too. Your pearls of wisdom can blag you a load of free gear. We've teamed up with those purveyors of fine add-ons at JOYTECH to offer each month's Golden Bone letter writer a free bundle of quality peripherals. If the PS2 goodies below don't grab you, we've also got bundles for PSone and GBA. Just make sure you mark your name and address clearly, okay?

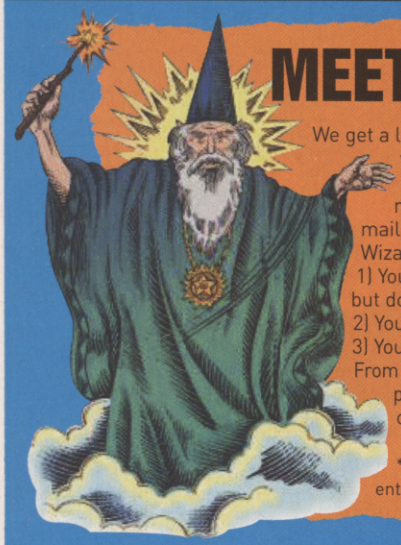
CACKMAN CACK?

Cackman's moving tribute to Nintendo in issue 247 touched a nerve. Sure, the GameCube is an excellent console and Ninty has a great gaming heritage, but Cackman's suggestion that the GameCube is the only place to go for originality and fun is nonsense. While it's true that there are far too many unoriginal and unexciting racers, shoot 'em ups and sports sims, the best examples are still great fun to play even though they tend to lack the cutesy characters and colourful fantasy lands that Cackman seems to prefer. Creativity can also be found on Xbox and PS2 – look at Munch's Oddysee, Jet Set Radio Future and Herdy Gerdy.

Jon Weeks, Reading

Cackman thought the new Star Wars film was "as good as Empire Strikes Back" so don't trust a word of what he says...

MEET THE WIZARD



We get a lot of letters asking for our advice on which next-gen console to buy. Well, we've got a wizard to help. All you need to do is send an email to the mailbag address, call it 'Help Me, O Wizard', and in the email provide:
1) Your current console if you've got one, but don't worry if you haven't
2) Your three favourite games ever
3) Your three favourite films ever
From this information, and providing you're polite, the Wizard will tell you which console you should buy. Cool, eh?*

*We're sorry, but the Wizard cannot enter into any private correspondence.

A WINNER

I have just played Winning 11 on the GBA and I am amazed at how brilliant this game is. The gameplay feels near identical to the PS2 versions. I haven't managed to work out all the moves but have come across one-twos, crosses, shots and passes and the whole thing plays an awesome game of football.

Another reason this game is so great is that they have realised the flaw in ISS for GBA, which was that not enough of the pitch was visible on screen, thus making that particular game unplayable. Not so W11; sure the players look tiny but it allows for a proper passing game.

In conclusion I think this game deserves as much success as the PS2 version and wondered if you knew if an English version under the Pro Evolution banner is due?
Jason Turner

We've asked and all silent on that front, Jase, but we'll let you know as soon as we do. (Well, almost as soon as we do. We'll have to write it and print it first, obviously.)

CVG ROCKS IT IN A PUN STYLE

I have recently noticed that any computer magazine that has had the phrase 'on par with' printed in an issue has sold on average 1.5 per cent more copies the following issue. Also of note, is any mag that mentions Halo has had a full-page advert on page 13, sometimes Halo itself. If this is your letter of the hour/day/week/month, could you please send me a free toaster.
Ghost Dog

Hey, Ghost Dog, you're – wait for it – 'barking'.

UNEXPLODED WHAT?

Can you tell me if it's true that Dan smells like unexploded eggs?
Snake's armpit

Indeed he does. Most pungent.

THIS GUY'S HEAD. WILL IT EXPLODE?

I have come to dread opening the letters page of my fave mag *[he means CVG. We hope]* because I know it's going to be filled with the same whiney drivel as the month before: "My console is better than yours, my games are better than yours etc. etc." Please shut up! Can't you see we're entering a golden period of gaming? Three

excellent consoles, all affordable, all with their own killer games and characters. And we get one of the greatest games producers of all time, Sega, releasing games on all three. Enjoy it while it lasts and recognise the wonderful gaming age we live in! If I see one more letter about how great Final Fantasy is I think my head'll explode.
D-Man

Thanks, D-Man. We loved your letter, too. But we got this other one about Final Fantasy. Please let us know whether or not your head has exploded.

A LETTER ABOUT FINAL FANTASY

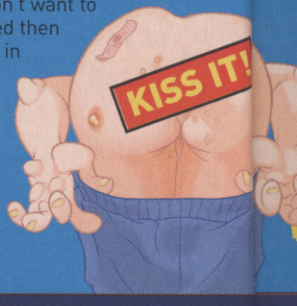
I would just like to say how great Final Fantasy is.
Dan, London

What d'ya reckon? Did D-Man's head explode? Find out next ish...

CHILDISH INSULTS

I look forward to reading your rantings and ravings and seeing what insults you think up next! If readers don't want to be criticised then don't send in stupid letters! Keep up the good work and insults!
James

Arselick



SHORT STUFF

Thanks for banning me from the magazine. I'm now working on being banned from Kerrang!
DaRKWOLF
Not a peep out you, mate. You're banned.

Your pet dog looks scary.
Richard Errington, Doncaster
Don't say 'pet'! Hunter hates 'pet'! AAARRGH!

I don't care what anybody says about your mag, you at CVG have brought us over 17 years worth of gaming bliss, and I would just like to thank you for producing such a great mag. Cheers!!!
Dawood Patel (15) Clapton, London
Nice one, Dawood. Liked your Dawoodizonfire logo too.

You guys rock.
Karen, Bicester
We know. We rock so hard our readers get seasick.

Will there be a sequel to Destruction Derby 2?
James Dyson
Not sure, but if there is, it'll be called Destruction Derby 3.

YOUR QUESTIONS ANSWERED BY KURT COBAIN FROM BEYOND THE GRAVE*

I'm stuck between selling my PS2 and buying a GameCube, or just keeping my PS2. My mum says I can't have both. Please help me decide.
Ross Mannus

KURT: *Hi. I'm hearing you Ross. But you've asked, like, a really hard question. Because it all depends on the games, you know? I'm gonna go lie down now.*

What console should I get? I am currently thinking about getting GameCube. It doesn't seem like just a kids' toy to me at the moment (not with games like Biohazard, Turok etc).
David Reed

KURT: *Hey David, why don't you try contacting the Wizard with your question? Oh, and I just spoke to and Elvis he says hi.*

I have recently bought a Nintendo GameCube, which is a videogaming masterpiece. There is one slight problem though. I am a dedicated rugby fan and love all things rugby, so have you any info on whether there will be a rugby game for the GameCube?
Allan Glen

KURT: *The voices are getting weaker now. What's rugby? Man, is that one of your English sports? The one with all the blood? No, there aren't any rugby games planned for the GameCube.*

Could you tell me if Splinter Cell is coming out on PlayStation 2, Xbox and GameCube.
Steven Dowd

KURT: *I'm fading now. Sorry, man. It's only out on the Xbox. I feel stupid and contagious...*

*Actually, one of our writers pretending to be Kurt Cobain. Kurt's no longer with us, you know

RESIDENT EVIL MOVIE REVIEW

Res isn't evil, eh? Well, I admit that it could have been done better, and there weren't enough zombies in it, but "I think it should have been a musical"? *[Lee thought the film should have been a musical. The rest of us just thought it kinda semi-sucked]* What the hell is with that? It has people being sliced in half with blue lasers. What more do you want? Another reason for me to gripe is about endings in games. They're all crap. Take Metal Gear Solid 2, for example. I waited and waited, and when I finally got it and completed it, the first thing I said was "Is that it?". I admit it's a great game, though.

Sir Gimpesq

Not all endings are crap, actually. When your letter ended we all jumped for joy.

Do you fancy having 15 minutes of fame in CVG? Then wing your high scores, challenges and opinions to us right now! Write to us at: Freeplay, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Alternatively, email us at: mailbag.cvg@dennis.co.uk

EVER HOPEFUL

Congratulations on the great mag, but, *[you'll be shocked to hear this]* your magazine has one flaw! This is the third email I've sent you and the other two weren't printed in your mag. The first was for your "bug stomper" when I complained about a fault in Star Wars: Jedi power battles. The second was an email about how many people were giving negative comments about the 'new', at the time, layout. This may not be the last email I send you, because if you don't print this I may dye all clothes red and jump out of my bedroom window trying to mimic Spider-Man!

Gregory Laider

THE CVG SWORD OF JUSTICE

Saving you from the letters of EVIL!

I've decided to write a song to lighten up the rivalry at the moment...
Games Are Great (to the tune of Let It Snow):
While Dreamcast's hopes are all dying
Sony's sales are multiplying
Since everyone's trying to dictate
Games are great, games are great, games are great

Mark Rolland

There are six verses! Swing, sword of justice, swing!

First off I would like to say that the PS2 rocks so much it has already killed off the Xflop.

Callium Hamilton, Edmonton

Two sides about Final Fantasy and Smash Court Tennis. Aargh! Swing, sword of justice, swing!

Videogames have been a healthy staple of my life for around 12 years but at the moment I have to say games are getting very stale and the videogame industry is losing it.

Loca D (Auckland, New Zealand)

The videogame industry is better than it's ever been, bozo brain! Swing, sword of justice, swing!

THREAD HEAD

(IN)COHERENT MASS-DEBATING FROM THE FORUMS OF CVG.COM

offspringboy Fri May 24 02:08 AM	Re:Console problems? Reply Have any of you guys had problems with any of your consoles? Every single next-gen machine I have had at least one problem... 1: Dreamcast: My Crazy Taxi wouldn't play (or played but started driving into a blank black screen?) until I turned the machine upside down. Also, it always crashed with certain ODM demos? Certain games not playing? I changed the console three times, now the problems have come back, but can't be arsed. 2: GameCube: Rogue Leader keeps on crashing at certain points in the game, making me lose save data, having to start again. Changed the game twice, no change. So do my other games at certain times (not too often), apart from Resident Evil, it ain't my machine though 'cos this happens to a lot of other people! 3: PS2: Nothing really... some pirates don't work properly i.e. music skipping and CGI skips. Probably fault of the discs I use! 4: Xbox: Crashed twice on me since I owned it, well not crashed but an error message came up saying my disc was dirty, even though that there was no dust or scratches on the disc? Once a demo wouldn't work, but left the console, playing another game for five min, then tried the demo again, hey presto, it worked... weird innit? If you want the latest and greatest & look no further than Microsoft's Xbox!
uk_gary_banned Fri May 24 02:14 AM	Re: Console Problems? [re:offspringboy] Reply I R GH3Y lol Only my GameCube I've had a little problem with scratches. That's about it.
offspringboy Fri May 24 02:56 AM	Re: Console Problems? [re: uk_gary_banned] Reply Scratches, what discs or that console problem? If you want the latest & greatest – look no further than Microsoft's Xbox!
no_shadow Fri May 24 02:59 AM	Re: Console Problems? [re:offspringboy] Reply Nothing much, but I have found that recently my PS2 doesn't always load discs immediately when I turn it on, it first goes to the menu screen, then loads them up. Before, it would always read off the game without opening the menu screen.
offspringboy Fri May 24 03:02 AM	Re: Console Problems? [re:no_shadow] Reply Lol same here, but mine is chipped and I use pirates so it's understandable, not complaining though, cos I got it for £100! If you want the latest & greatest – look no further than Microsoft's Xbox!
y2cplan Fri May 24 06:58 AM	Re: Console Problems? [re: offspringboy] Reply Couple times I have been playing my Xbox and it has crashed taking me back to the menu. PS2 seems to take for ever to load games apart from Metal Gear Solid 2. WHOOOOO HA!!!!!!
Antastan Fri May 24 07:00 AM	Re: Console Problems? [re: offspringboy] Reply Well only one time. PSO on Dreamcast. It freezed on the loading screen when I loaded save game.

ATARI® eden STUDIOS PARTNER OF V-RALLY 3 MAX POWER GAME BOY ADVANCE™ PlayStation®2

SEEKING HIGH FLYERS

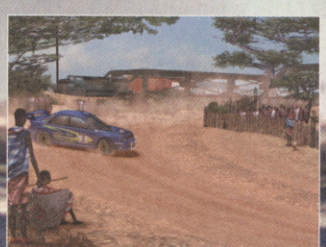
145m.p.h • 14 Company cars • International travel

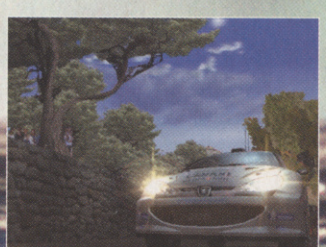
Could you be the ambitious high flyer we're looking for? Can you hit the ground running in a fast track, high-pressure environment? How would you cope with the spraying mud and grit of a forest pass? If skidding around blind corners at 70m.p.h sounds scary, are you sure you're right for this job? This role demands experience and skill with candidates expected to take calculated risks. Some degree of insanity is a bonus.

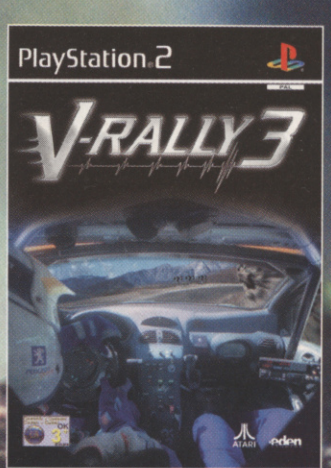
REF: 291 WWW.VRALLY3.COM

"As close to the real thing as we have so far seen..."

9/10 P2







A CAREER ON THE EDGE

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EXTENDEDPLAY

GET THE MOST OUT OF THE GAMES YOU'VE GOT

***Still* can't get all the decks on on Tony Hawk's 3? Or are you embarrassed by the problems you're having knocking 'em in on ISS2? Don't bother practising – just cheat, with the aid of this month's selection of killer tips!**

MAX PAYNE

XBOX **MORE DIFFICULTY SETTINGS**

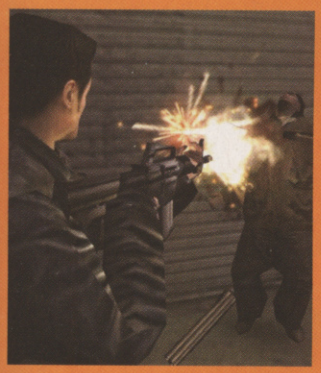
Finish the game on Fugitive setting to obtain Dead on Arrival and New York Minute settings.

BONUS LEVEL

Finish the game on the New York Minute setting to get an extra level.

EXTRA BONUS LEVEL

Finish the game on the Dead on Arrival setting and you'll unlock an extra level.



STAR TREK: ELITE FORCE

PS2 Make sure you remember that all of the following codes will only work in the area where you input them. This means that when you reach another level all the codes will have to be re-entered. In all cases, a voice will confirm correct code entry.

FULL AMMO ON SELECTED WEAPON

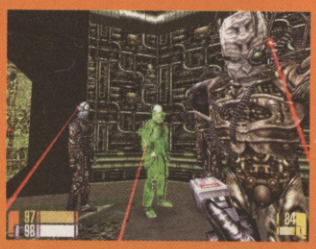
Press Start, hold down R1+R2, then press Select.

MAXIMUM AMMO

Press Start, then hold down L1+L2+R1+R2+Square.

ALL WEAPONS

Press Start, hold down L1+L2+L3+R1+R2, then press Select.



AUTO TARGET

Press Start, then hold down L1+L2 and press Select.

MAXIMUM ARMOUR

Press Start, then hold down L1+R1, and press Select.

MAXIMUM HEALTH

Press Start, then hold down L1+L2+R1+R2, then press Select.

GOD MODE

Press Start, then hold down L1+L2+R3+R1+R2, then press Select.

GRANDIA 2

PS2 In Grandia 2 you first need to finish the game once then start playing a new game. This will be an Alternative Grandia where the items and monsters are located in different places.

ISS 2

PS2 The following cheats must be activated at the 'Press Start' screen. The teams can only be used in friendly matches, however, and cannot be saved.

ALL STAR TEAMS

Tap in X, X, Triangle, Triangle, Circle, Square, Circle, Square, L1, R1, L3, R3, then press Start + Select. This will unlock all the All Star Teams, including Euro Star and World Star Teams.

LEGEND TEAMS

Tap in Triangle, Triangle, X, X, Square, Circle, Square, Circle, L1, R1, L3, R3, then press Start + Select. This unlocks the Legend Teams including Legends of '90, England Legends and Brazil Legends.

FREQUENCY

PS2 **CHEAT MODE**

At the title screen press Down, Right, Up, Left, Left, Up, Right, Down. This will let you activate the following codes:

AUTOCATCHER

During gameplay press Left, Right, Right, Left, Up.

MULTIPLIER

During gameplay press Right, Left, Left, Right, Up.

RALLISPORT CHALLENGE

XBOX These cheats were sent in by Bryan Goodly from London.

EXPERT CARS

Input your driver name as WheelToWheel.

CLASSIC CARS

Input TheGoodStuff as a driver name.

REALLY STUCK ?

Absolutely stumped on a game? Ridiculed by your mates? There is hope: the Computer And Video Games Tips Helpline.

0906 466 4659

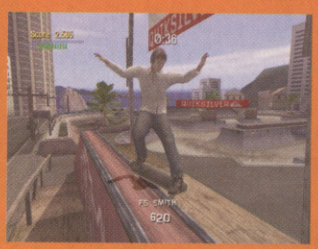
Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantee to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

TONY HAWK'S PRO SKATER 3

PC Pause the game and enter Options. In the Cheat menu enter the master code first. Then you can use the other cheats. Submitted by Richard Ryan.

EFFECT	CODE
Master Code	backdoor
Level Select	roadtrip
Characters	YOHOMIES
All Decks	GiveMeSomeWood
Created Skaters	WeEatDirt



WOLFENSTEIN3D

GBA master cheater Vince Mainolfi has outdone himself with these top cheats for the world's oldest first-person shooter. To activate the following cheats, just press Start to pause the game then hold down L and R followed by one of the button combinations below. A sound will confirm correct code entry. Cheers, Vinny.

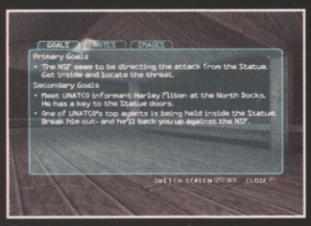
WEAPONS, KEYS AND AMMO: A, B, B, A, A, A, A, A

NEXT LEVEL: A, B, A, A, B, B, B, A

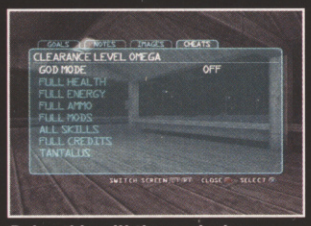
GOD MODE: A, A, B, A, A, A, A, A

DEUSEX

Hailed by PC boffins as the best role-player/shooter ever, Deus Ex has now come to PS2, complete with a cheat mode.



Start a new game and press Select. Then quickly press L2, R2, L1, R1, Start, Start, Start



Doing this will then unlock an extra cheat option, which includes God mode. Cool!

Other highlights are Full Health, Energy, Ammo, Mods and all Skills

LMA MANAGER 2002

PS2 Enter these and you'll get extra skills, tactics and more. Using these cheats will make you as fearsome as Manchester United and as skilful as Arsenal.

LOADZA MONEY
Enter MINTED as a name. This gives you more cash than you know what to do with.

SIT BACK AND RELAX
Enter NO BRAINER as a name. This gives you automatic tactics. All managers should be able to do this.

SUPER TEAM
Enter AWESOME as a name. This maximises your player skills, which can only be a good thing.

TOO MUCH COFFEE
Enter HYPERACTIVE as a name. This makes your players run faster.

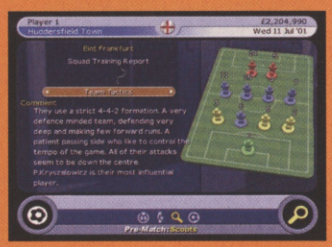
WIN WIN WIN
Enter RUN OF FORM as a name. This lets you win every game, which has to be the handiest trick in the book.

DREAM TEAM
Enter FANTASY as a name. This lets you buy almost any player.

INSTANT STADIUM
Enter QUICK DRY as a name. This lets you build a stadium for free.

MEDICINE MAN
Enter HEALING HANDS as a name. This lets your players heal faster.

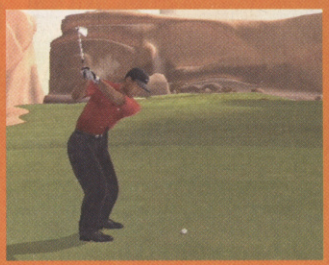
SELECTIVE SIGHT
Enter MUST BE BLIND as a name. This gives you a blind referee. Takes you right back to '86 and the hand of God.



TIGER WOODS PGA TOUR 2002

PS2 If you input the following codes when you're in the password option, you'll be able to unlock a load of extra players.

CODE	PLAYER
RDRANOEL130	Justin Leonard
GZEPOL10R	Solita Lopez
WAWAGINATO71	Melvin Tanigawa
ENOXAF14D	Brad Faxon
TSWERDNA120	Cedric Andrew
SHAMWEN172	Kellie Newman
UYBELPPA160	Stuart Appleby
INEZNAJ11W	Lee Janzen
EYTNOMO9E	Colin Montgomerie
RVESNOV08G	Erika Von Severin
OKYRUFO5R	Jim Furyk
01UTAVAAT06T	Moa ta'a Vatu
DYAGEB04E	Notah Begay
SHGNISO3P	Vijay Singh
OKIVENRAP02U	Jesper Parnevik
2TREPUS01S	Super Tiger Woods



MR MOSKEETO

PS2 **MINI-GAME**
At the 'Press Start' screen, rotate the right analog stick clockwise 30 times. You're going to have to do this quite quickly. This will take you into a two-player minigame called the Reckless Cyclist.

KANEYO MOSQUITO
At the main menu hold down L1 and very quickly press UP, RIGHT, LEFT, DOWN, SQUARE, SQUARE, R1, R1, R1. If you do it right, you will hear Kaneyo's voice.

KENICHI MOSQUITO
After getting Kaneyo Mosquito, hold down L2 button and very quickly press UP, RIGHT, LEFT, DOWN, SQUARE, SQUARE, R2, R2, R2. If you managed to push all the buttons in the correct order successfully, you will hear Kenichi's voice.

STAR WARS STARFIGHTER SPECIAL EDITION

XBOX Enter one of the following cheats in the codes section.

ENEMY SHIP GALLERY
Enter SHIPS.

PRE-PRODUCTION ART
Enter PLANETS.

SPACESHIP AND CAST PICTURES
Enter HEROES.

PROGRAMMER FMV SEQUENCE
Enter LATEAM.

SECRET LEVEL PROGRAMMERS
Enter SLTEAM.

DISABLE COCKPIT DISPLAYS
Enter NOHUD.

ALTERNATE CAMERA ANGLES
Enter DIRECTOR.

REVERSED CONTROLS
Enter JARJAR.

THE OPERATIVE: NO ONE LIVES FOREVER

PS2 **UNLOCK ALL MISSIONS**
Highlight Load Game on the main menu. Hold down L3 and R3. While holding them down, press X. This unlocks a Select Mission feature. This cheat will mess up your save games so remember to take out your memory card before using it.

SLED STORM

PS2 You need to input any of the following cheats at the Press Start screen. A message will then flash at the bottom of the screen to confirm correct code entry. This is the closest you are ever likely to get to a car version of SSX.

UNLOCK ALL CHARACTERS
Hold R1 and L1 Circle, Triangle, Circle, Triangle, Circle, Down.

UNLOCK ALL SLEDS
Hold R1 and L1 Circle, Square, Circle, Square, Circle, Left.

UNLOCK ALL TRACKS
Hold R1 and L1 Circle, Left, Circle, Right, Circle, Up.

UNLOCK EVERYTHING
Hold R1 and L1 Circle, Square, Up, Circle, Triangle, Down.

UNLOCK HOVER SLED
Hold R1 and L1 Circle, Triangle, Square, Circle, Triangle, Right.

YOUR BEST TIPS

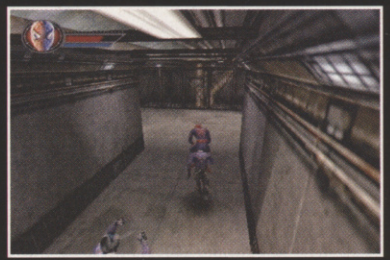
Every month the best reader tip will be printed and will score one of the latest games as a prize. Send your tips to: barny_zoeller@dennis.co.uk or

THE DOGHOUSE,
COMPUTER AND VIDEOGAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET,
LONDON W1T 4JD

SPIDER-MAN

Enter one of the following codes in the Special menu. To disable the code re-enter it. A laughing sound will confirm correct code entry.

UNLIMITED WEBBING
ORGANICWEBBING



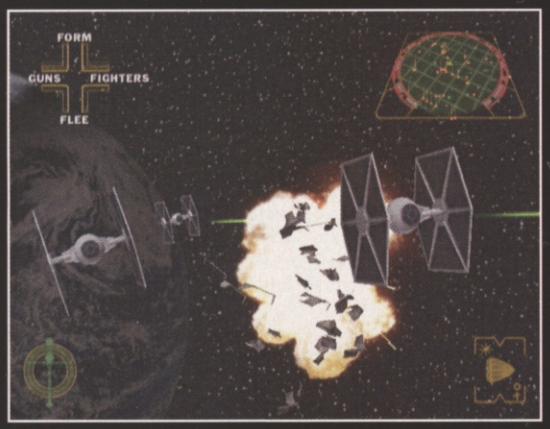
ALL FIGHTING CONTROLS
KOALA

LEVEL SELECT
IMIARMAS

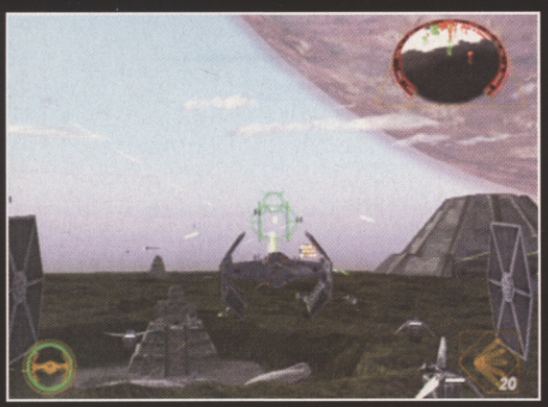
BONUS TRAININ
HEADEXPLODY

ROGUE LEADER: ROGUE SQUADRON 2

Enter the following codes in the Password screen. Enter the first part, select proceed then enter the second part. If you do it correctly R2-D2 will make a noise to confirm the code after the second part of the code. To see the two extra levels you will need to have beaten all levels up to Strike at the Core, and have also unlocked the Triumph of the Empire bonus level.



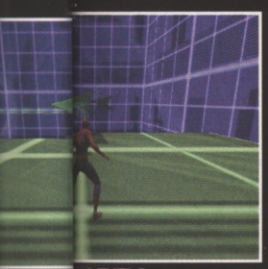
ENDURANCE
Enter ?WCYBRTC followed by ??MBC???. All levels up to this point must be unlocked first



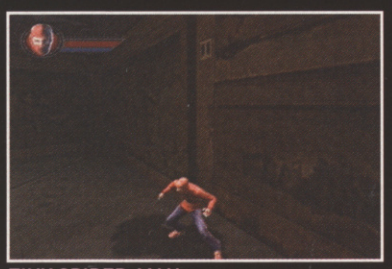
REVENGE ON YAVIN
Enter OGGRWPDG followed by EEKEEK! All other levels must be unlocked first

TIE ADVANCED
Enter NYM!UUOK followed by BLKHLMT!

IMPERIAL SHUTTLE
Enter AJHH!?JY followed by BUSTOUR



LEVELS



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Army Men: Land Sea Air
Army Men: Lock & Load
Atlantis 3: New World

B = 0 2
Baldur's Gate: Dark All.
Batman Vengeance
Blood Omen 2
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Broken Sword 1
Broken Sword 2
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C = 0 3
C&C: Red Alert
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In Cold Blood

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J.Bond: Agent Under Fire
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K = 1 1
Knockout Kings 2002

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Max Payne
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P = 1 6
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Pokemon Blue
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R = 1 8
Rayman
Rayman 2
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Res.Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Robot Wars
Rogue Leader
Roller Coaster Tycoon

S = 1 9
S Palmer's Snowboarder
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Shadowman
Silent Hill
Silent Hill 2
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Sims
Smackdown! 3: J. Bring It
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MEDAL OF HONOR: FRONTLINE PLAYER'S GUIDE

Listen up: World War II needs winning. Here's how you do it

Locate your sergeant – he's behind the wreckage of the landing craft that's littering the beach

1 YOUR FINEST HOUR

The captain is behind the boat to the left on the shore. The four guys you're looking for are crouching behind beach obstacles. Move next to each of them and fire at the distant bunkers to get them moving. There's health scattered on the shoreline. Meet your captain again behind the sea wall. The engineer is cowering beneath debris on the far right. Pick up the Thompson lying near him and give him covering fire. Follow the boys through the hole he blasts with his Bangalore Torpedo.

Cross the minefield by hugging the cliff face – don't take it carefully, just peg it. In the trench, waste the two Germans and then hop up the ladder and man the heavy machinegun (HMG). Take out the machinegun nests and then turn the gun on the troops who run into the trench.

2 INTO THE BREACH

Shoot a barrel to take out the HMG guarding the entrance. Once behind the gun position, man it and take out the counter-attacking troops. Watch out for Germans turning up in areas you thought you'd cleared and head up the stairs and destroy the radio. After the radio room, climb up the ladder and locate the smoke grenades in the caves. A few rooms later you'll find a long ladder to the gun deck. Waste the guards, plant your smoke grenade and get out!

Shoot the barrel in front of the HMG to take them out

3 SEASIDE STOWAWAY

First collect the resistance drop behind the crates. Then man the gun on the wrecked jeep and waste the Germans.

Head up the street with your boys, down an alley on the left and duck through the gap. At the bridge, after the airforce has done its bit, peg it over the bridge to the heavy machine-gun, which lies to the right of the tank. A few blasts should deal with the Panzer. Now run to the church tower at the end of the street and use the HMG at the top to clear out any more Nazis who may be lying in wait.

Back on the streets, when you find an opening blocked by planks, duck down through the gap to the left. Clean out the town square and when you see the shell of a knocked-out Panzer, crawl through the rubble nearby and kill the German before he kills his prisoner. When you see a bunch of barrels next to a wall, shoot them to open the way to the dock. Down here, attack both HMGs from behind then stow away in the crate.

Run round to the back of the tank to take it out with the heavy machinegun

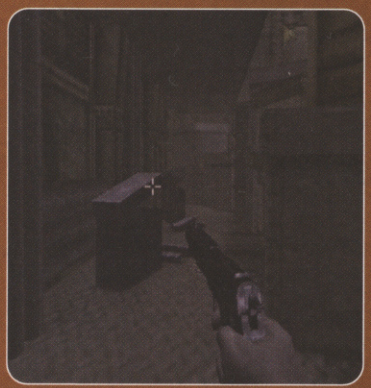
Man the heavy machinegun on the bombed-out jeep at the start

4 SPECIAL CARGO

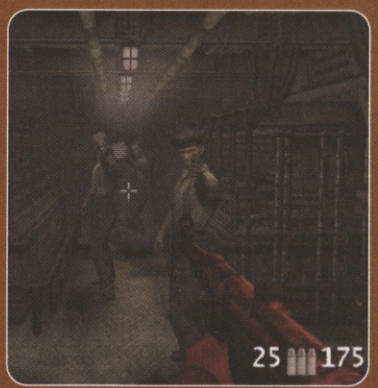
This is careful room-to-room fighting with no choice in the route you take. There's a secret ammo stash in the first room behind the crate. Close the valves to cut off steam. In the next room, place charges on the tanks to disable the engines, then crawl carefully through the gap left by the explosion. Blast through the grating, place more charges on the torpedoes, head on and shoot the radio before setting still more charges in the next torpedo room.

You'll find the Enigma book in a cabin from where an officer jumps out.

Use these valves to cut off the escaping steam. Crouch to get under the vapour



Crawl in the wake of the crate at the start to collect some extra ammo



Be sure to wipe out all the mechanic chaps before you plant your charges

5 EYE OF THE STORM

Clear out the enemy from the first dock. Find the sniper rifle and explosives on the roof of the far warehouse. When you return, watch the sub blow up. Back down the steps, use your sniper rifle as you make your way round the docks. There are plenty of crates around – bust them open for ammo and health.

In the second dock there's an HMG you can use, and on the other side of the freight carriages is a ladder. On the roof is a hole. Drop through it into a warehouse full of Germans. Turn the alarm off, exit and fight your way round the warehouses and place charges on three trucks. This blows a door open to the offices, where the deployment roster lies on a table. Outside again, place charges on the truck that's arrived, letting you climb up the girder that's blown down.

You need to learn the MP-40 SMG well. Aim a bit lower than usual and fire short, controlled bursts

6 A CHANCE MEETING

A fair amount of fighting takes place outside before you enter the pens, so take it slow using your sniper rifle. Once in, resort to your MP-40. From here there's really only one route you can take so you won't get lost. Place three charges on the engines when you first get inside. There's loads of health in the room where they are repairing a hull. Blow out a grate, then make your move. Use the button in the control room to drop the torpedo on the first sub, then use the second sub's gun to blow up the fuel depot through the big metal doors and to take out the onrushing troops. See if you can score any direct hits.

When you're finished there, head to the other end of the sub and set more charges to sink it. Hop off and out the door to finish the level.

This is the area of the sub pen where you have to place charges in order to sabotage the facility successfully

7 ROUGH LANDING

Here you move from farm to farm, killing troops while Barnes deals with the tanks. This is sniper rifle territory. When you reach each tank, kill the troops, then take cover while Barnes does his business.

Across the first bridge a lost paratrooper will join your gang. Over the next bridge, ignore the tank on the bridge to the left and cross the other one instead. At the next farm, find the kerosene by the fire. When you see a German up a windmill, kill him and climb up the ladder to get the health and to snipe the reinforcements. In the next hamlet, use the rocket launcher to blast the tank across the stream. Next, keep moving to avoid the mortar fire. At the city gates, set light to the haystack and waste the guards who come out.

Use your sniper rifle to cover Barnes while he blows up tanks

This is the way into the car parks. It's easily missed, on the other side of the river from the start

8 THE GOLDEN LION

Fight your way over the river, and on the other side you'll find a sign next to an alleyway leading to the motor pool. Don't let the guards turn on the alarm. Search the green cars for pick-ups as well as sabotaging them. Head back out onto the street and at the other end you'll find the way to the garage. In the square you can take it slowly with your sniper rifle or immediately make a break to the sentry booth on the far side, where you can shoot out the alarm and use the HMG. The same goes for the next square you reach on the back of the truck.

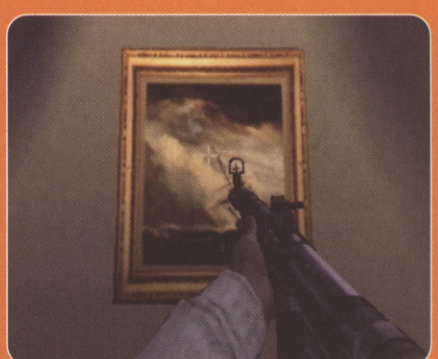
The uniform is in the back of the laundry truck in the third square. When the truck crashes, waste the troops around the area and enter the Golden Lion. Tip the pianist to make the guards forget their job. Push all three beer glasses off the banister to start a fight, then link up with the informant.

9 OPERATION RAPUNZEL

The entrance is located around the left-hand side of the mansion. Head up the first flight of stairs to find the keys to the kitchen. The map is stashed behind the lit painting which hangs on the balcony in the room with the large swastika drapes.

When you're in the corridor that leads off after the library, go into the room at the end to find the documents, hidden in a clock. The other room off this corridor is the steam room. In here there's a switch that will open up a secret passage. Talk to the operative through the passage and head upstairs.

Press the bookshelf on the wall in the bedroom to open up another secret passage. Shortly afterwards you will find the cell keys and release the prisoner inside. Cross the garden and on the far side of the balcony, push the railing to escape.



Could this be the painting you're looking for? It's in the big hall with the swastika drapes

The HMG is always the best way to destroy a tank. Run up and start firing as soon as you can

10 ARNHEM NIGHTS

You are facing five set-piece firefights here, two of which include tanks. The first fight is best won from upstairs in the first building you are able to enter. For fight number two, make a dash for the HMG, destroy the tank with it and then don't take your finger off fire until there's nothing left that's moving.

Fight three is a careful slog through bombed-out buildings. Don't rush into it as you'll be fired on from all sides.

The panzershreck squad is best neutralised from up the broken stairway to the immediate left. Hit the guy manning the HMG and the guys with the bazookas first. Then it's a tough battle. Either make a dash for the HMG or use your sniper rifle for the troops and panzershreck for the tank.

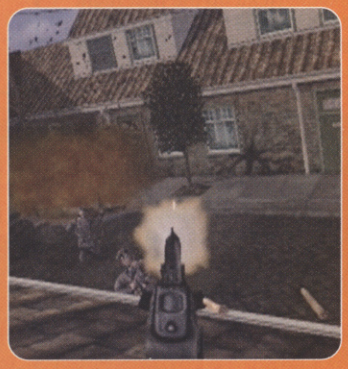
You should be able to win the first battle from this high-up vantage point, no problem

11 YARD BY YARD

Go upstairs at the first checkpoint, club the guard and use the HMG to take out the roadblock. There's a strict route to follow here. Upstairs in the first house, crouch and go through the cubby hole. Again, use the HMG to take out the checkpoint.

By the cowering civilian in the street is a small alley. You'll end up in a house with dining peasants. Upstairs is another cubbyhole, and an HMG on the other side. Use it to destroy another checkpoint and the tank that follows.

After destroying another tank, you're in sniper alley. Look out for a ladder in a garden. Hop over this to find health. The radio is in the last building on the right. After that, get inside the last building to find the way to central Arnhem.

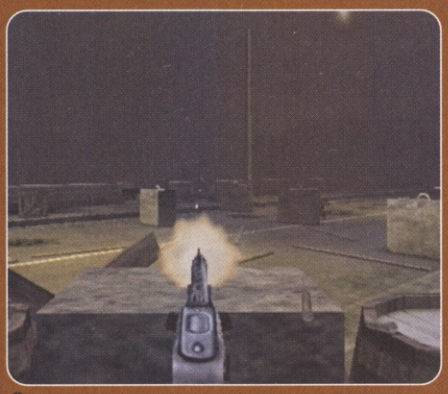


Hit the barrels with the HMGs at the checkpoints to take the whole thing out

Watch out for Germans who come piling into the houses

12 NIJMEGEN BRIDGE

There are four bombs under the first section and four under the second, in the same layout each time. The main decision that you have to make on this level is whether to climb over the girders or fight your way across the bridge itself. The bridge is heavily defended but you risk falling off if you take the high route. Once off and down onto the road, fight your way to the AA gun. Watch it down an Allied fighter, then torch it. The truck is downstairs.



Man the HMG that's sitting near the first ladder to take out the guys on the way up

Climb over the rafters or fight your way across the bridge – the choice is yours, friend

13 ON TRACK

This one's about stealth. Get the officer's uniform and papers from the nearby hotel room. Hold the papers in your hands and waltz on into the station by flashing them at the Gestapo guards. Hunt around the washroom for ammo then head up to the control room. Draw your SMG and let 'em have it, including the station control desk. From here on in it's careful, controlled fighting where you must treasure each bullet. The train you want is at an outside platform. Pass by two indoor platforms and a warehouse where the allied bombing starts. Hop on the armoured train and that's it.

Flash your papers at the guards, but don't stand around for long or they'll recognise you

Don't hang around outside when this armed choo-choo is alongside. You won't last long

14 RIDING OUT THE STORM

Break the crates behind you for ammo. Pistol-whip people when you can, especially when you surprise them sleepy. When you break back out into the open, be careful because another train is level with you and it has a big tank gun. Get across before it targets you. Pick two or three guards off from inside, sprint across, shoot the barrels to make them explode, then run past and find cover on the opposite side. Don't be tempted to man the HMGs and take it on; you won't win. It's plain sailing from here, apart from when you reach Sturmgeist and his guards surprise you.

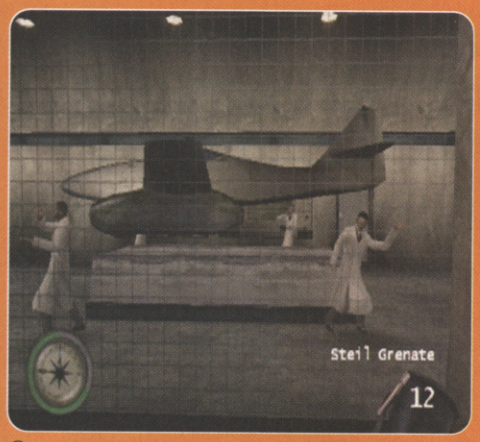
15 CLIPPING THEIR WINGS AND ENEMY MINE

In the first area, flick a switch in the garage office to open the door. Search the chests in the sleeping quarters to find the spy camera. The weapons and ammo are in the neighbouring rooms. In the test room push the button to wreck the experiment.

When searching the mazy labs for blueprints, don't be fooled by the fact that the fifth door is already open. The plans are in the infirmary, as are two medikits. The shootout in the manufacturing plant is tough. You have to rely on picking up health from dead foes. Destroy the test engine by ratcheting the fuel pressure up to full and then pushing the ignition button.

After that, it's a brief fight through where the engine exploded to find the exit. Enemy Mine is an easy diversion. Aim for the barrels as much as you can to explode them. It doesn't last long, and you'll complete it in a few tries. Frontline's weakest level.

Club the sleeping beauties to death with your pistol



Press the switch and watch the fun unfold

Aim for the barrels when riding your minecart

16 DERAILED

Take the dirt track to your right. Clear the bunker and use the HMG on those outside. Backtrack and head to the rail yards. It's a trap – snipers are everywhere. Get the sniper rifle from behind the sandbags and take cover; clear them out one by one. At the top of the tall wooden building hit the middle lever to rotate the track. The demolition charges are in one of the hangars. Then head to the little engine and get the hell out. At the other end, locate the charges and use them on the gate with the red box on. After another ride, push on to avoid getting caught from behind. The final battle can be won from one of the two machine-gun nests – run round the back of one and get in.

Turn right here to find the trail leading behind the bunker up ahead

And from here you should be able to clear the roadblock

Place the charges in the first radar station and jump down the hole created by the blast to get to ground level

Don't man any of the heavy machineguns on this level, as it triggers more Germans to appear

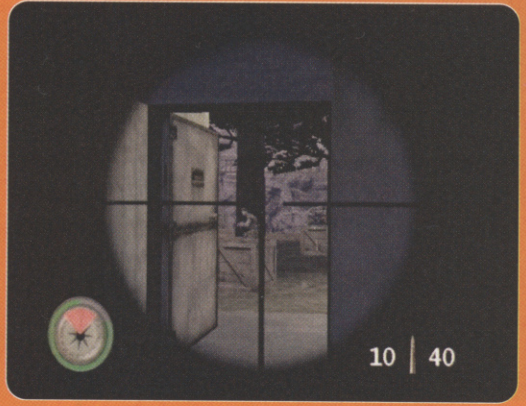
17 UNDER THE RADAR

Find the charges behind the first building. Place them in the first tower and drop down the hole they blast. Take it slow with your sniper rifle until you reach the second tower, from where enemy reinforcements arrive.

The radar is well defended with two HMGs. Grenades and the sniper rifle are the best weapons; don't be tempted to turn the HMGs on the troops that appear behind you for long, as they just keep coming. After the second radar there are three towers to contend with, two with HMGs. Use your sniper rifle and bazooka. In the offices you'll find the radio room. Go through the trapdoor to the final level.

18 STEALING THE SHOW

It's a hell of a battle, this one. Take it slow. Take position just peeking round the corner inside the corridor where you start. Keep retreating for more health and ammo. Lob grenades everywhere and try to man the HMG to the right. There are plenty of health top-ups lying around. Once you've cleared the courtyard, head right into the complex; before long you'll face Sturmgeist. Relax and enjoy the fight you've been waiting for. Use all those bazooka shells you've been hoarding. Once he and his body-guards are down, it's time to hop in the jet bomber and make a spectacular exit!



Take cover here to fight the first part of the battle. There are just too many of them to duke it out in the open

SPIDER-MAN PLAYER'S GUIDE

Stumped by Scorpion? Goaded by the Green Goblin? Let Joff Brown ease you through the boss fights and hardest bits...

Avoid those blasts or you'll be nothing more than a dead sticky-fingered freak in a silly costume

1 SHOWDOWN WITH SHOCKER

First off, you'll have to avoid Shocker's tunnel blasts. It's easy really: go into look-around mode, target the gaps in the walls and web-zip over to them before you get hit. Wait for the blast to finish, then repeat until you've made it all the way down. Hit the left-hand lever to reveal a tunnel, and you'll soon reach the proper boss battle.

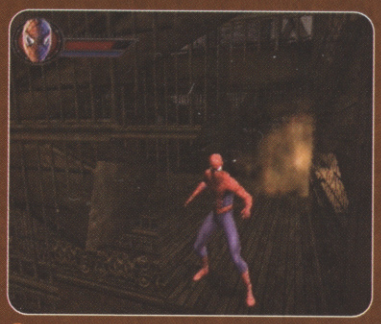
When you're fighting Shocker, try to stay off the ground. That way you'll avoid his earthquake attack. When he begins his whirlwind attack you'll start to get sucked in, but don't run away completely. When he's recovering, hit him with a combo. Then get out of there quickly and get back to swinging around. If you stop, he'll hit you with an energy blast. Repeat till his battery's flat. You'll pull it off in no time.

Reap the whirlwind: Shocker's a hard man to beat unless you wait for his spinning attack to finish

2 VULTURE'S LAIR

It's actually harder to get up to Vulture than it is to defeat him! Avoid Vulture's bouncing grenades by staying on the underside of the stairs if you can. When you see a spider-bomb heading towards you, zip away at least twice. Don't try zipping when you're on the stairs, though – you'll only end up a few stairs higher up and a lot more dead. If you get lost, look for openings in the central tower that can take you up. There'll be some useful power-ups in there as well if you're feeling sickly. If you stick to the ceilings and walls, it's a lot easier.

Burn, baby, burn! Climb those stairs, web-boy, but avoid the burning brand



Look out for these openings in the centre to progress and power up

3 SCORPION'S RAMPAGE

Don't stop moving! The worst thing you can do is stand still next to Scorpion, particularly when he's clinging to a wall. You've got lots of space to move around in, so it shouldn't be a problem. Making sure you've got the camera locked onto him, keep hitting him with your impact webbing until it's run out.

When he gives up on his laser tail attack and moves back down onto the floor, get down there quickly and try to use any combo that flips you out of his way before he can retaliate. Take your time; there's no point in rushing in there or he'll take you out easily. he's actually a pretty good hand-to-hand fighter – not that you'd know it from his performance on the previous level.

If you're running low on health, investigate the subway entrance, where you'll find a bit of peace and quiet and some health and web pick-ups. Scorp won't trouble you while you're in there, so it's a good place to take a bit of a breather. There are also some useful pick-ups scattered in the main room. Check behind the pillars on either side of the room for more life-giving goodies. Remember, slowly slowly catchy Scorpy!

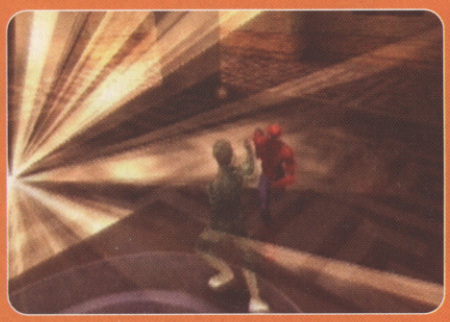
Staying up in the air is key right now. stay still and it's laser death a-go-go

He's a mean fighter, is Scorpion, so try to jump away after hitting him if you can

Strike Gobbo from up above for extra oomph

4 THE OFFER

Punch Goblin in the air like you did with Vulture until he falls through the building, then use up all your impact webbing before getting close. Don't attack him from a swing or he'll grab you. At least you can evade any of his combos if you're quick. Try to keep each encounter short, too.



Choose your combos carefully. He's tough on the ground and he'll shoot at you if you slow down

Disarm the bombs but don't waste any time, Spidey. You might have trouble with this stage

5 RACE AGAINST TIME

The first bomb is right in front of you, and the second's in a space in the middle of a skyscraper. Three bombs are arranged in a triangle. Disarm them from left to right and then head straight to the last bomb with seconds to spare.

Look for bombs by the beam of light they emit

6 BREAKING AND ENTERING

Use the ceiling to get past the first guard, go through the lit door while avoiding the roving light, and climb the stairs. Stay in the dark spots, but don't bother to web up the guards unless it's from behind. If they spot you, leave the room and hide

Stay on the ceiling and in the dark for safety. Think like a spider... if you can

Access the web: find the five active computers and you'll have the code

in the dark until it's all clear. Pick up one code piece from the computer in the first office, two from the one next door, then go through the corner door to find the last two pieces.

The door you're looking for is in the middle. Then you'll need to enter the code sequence: blue to purple, purple to pink, pink to orange. Easy!

7 OSCORP'S ULTIMATE WEAPON

Big scary robot, huh? To destroy the four generators opposite the Weapon, swing across far enough to web them, but not so far that you'll be hit by the Weapon. It is possible, but it takes a bit of practice!

There are four more generators on the Weapon's back, and the last two are under its head. While you're doing it, try to ignore the hunter-killers and cannons; they won't kill you if you're fast, although they might slow you down. When the generators are all gone, just keep hitting the neck of the Weapon to finally defeat it.

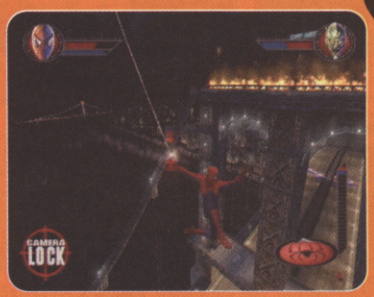
Stay close to it or it'll rip you apart with that laser

Watch it: you'll be splatted by the cannon on its back

8 FACE-OFF AT THE BRIDGE

Get Mary Jane out of the way, then fight Goblin in the air again. Land on the glider and hit him to take off lots of energy. Get in lots of attacks on the ground before he takes off again. Watch out for the remote-controlled glider – it still targets you.

Rescue the hottie, then get down to some ass-whuppin', spider-style



Dodge attacks by changing direction in midair or falling straight down for a bit

After a while, he'll hop back on the glider. It's a cue for you to find the power-ups on top of the bridge; then get back to whacking him in the air.

By the way, if you want a tip on defeating Kramer in extra levels in the Xbox version, just keep an eye out for the regenerating health pick-up in the snake pit. Good luck, spider-fans!

REVIEWS

THIS MONTH

August seems to be the month for movie and telly tie-ins, and perhaps unsurprisingly, most of them are pretty pedestrian.

Do developers sit down during planning and consider making the ultimate Star Wars game, say? Or do they cobble together an average action/platformer/role-playing game and then, once they've blown enough money to let the licence holder retire comfortably to a Caribbean island, Frankenstein the two together? Judging from some of the mediocre merchandise reviewed this month, you have to wonder.

Not even the wickedly insane Dragon Ball Z cartoon made a totally happy transition from TV to GBA. But still, at least the overload of TV and movie merchandise means that this month we get two (albeit digitised) versions of Sarah Michelle Gellar to play with: one in Scooby, one in Buffy. That's more than enough to keep us all happy until we can bask in the warmth of Super Mario Sunshine.

Lee Skittrell
Acting Games Editor

LEE

XB Buffy The Vampire Slayer → 76
PS2 GT Concept → 80
PC Neverwinter Nights → 82
XB Slam Tennis → 84
GBA Dragon Ball Z → 84
XB Mike Tyson Heavyweight Boxing → 85
PS2 Prisoner Of War → 86
GBA Dokapon Monster Hunter → 87
PS2 Soldier Of Fortune Gold → 88
PC Grand Prix 4 → 88
PS2 Chris Edwards: Aggressive Inline → 89
GBA Star Wars: Episode II → 90
PS2 Star Trek Voyager: Elite Force → 90
GBA CT Special Forces → 91
GBA Breath Of Fire II → 92
PC Duke Nukem: Manhattan Project → 93
PS2 Scooby Doo: Night Of 100 Frights → 95
PS Capcom Vs SNK Pro → 96
PS2 Barbarian → 96
XB James Bond 007 In... Agent Under Fire → 97
XB MotoGP: Ultimate Racing Technology → 98
PS2 Commandos 2: Men Of Courage → 98
XB Legends Of Wrestling → 100
PS2 Fire Blade → 102

CVG SCORES

A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and vice versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.

Alex Simmons.
Editor

WHAT THE SCORES MEAN

1/10 Why, God, why?
2/10 Stinks. Never play this
3/10 A waste of your money
4/10 Maybe rent, never buy
5/10 Very average
6/10 Fairly solid but nowt special
7/10 Tasty
8/10 Quality game. Consider buying it
9/10 Class on a disc
10/10 An absolute must that defines the genre

CVG AWARDS

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

CVG ESSENTIAL
The most coveted award a game can get. It's worth buying the console to play the game

CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

CVG STINKER
More abominable than a Yeti

FLATLINE

CVG TOP FIVES

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.

CVG's mini bible of the greatest games for the latest systems

If you can't find any new releases that pickle your gherkin in this month's Reviews section, then check the games below – they're the very best games around right now for the formats in question.

And if you can't decide what new games system to buy, again, check the games below – if there aren't any on one particular format that you want to play, then simply choose another format.

Each issue we'll update our lists to include any new releases worth including, and no doubt every month some of you will be sufficiently outraged by our choices to write in and complain...

KEY

PS2 | XBOX | GBA | GC | PC | PS | DC | OTHER FORMAT | D DEVELOPER | P PUBLISHER | £ PRICE | I CVG ISSUE NO. | NP NO. PLAYERS | NEW ENTRY | B BUDGET GAME

PS2

GRAND THEFT AUTO III
D DMA P Take 2 £ 39.99 B I 241 NP 1
A violent, utterly amoral criminal masterpiece, following in the best tradition of videogames

METAL GEAR SOLID 2
D Konami P Konami £ 39.99/ I 244 NP 1
Cinematic stealth action elevated to an art form, just cut a tad too short

GT3: A-SPEC
D Polyphony P Sony £ 20 B I 237 NP 2
Quality handling and looks, plus it's a game that lasts longer than most real motors. Probably

PES
D KCET P Konami £ 39.99 I 240 NP 8
Aka ISS Pro Evo 3. Fast, well-balanced footie that rewards dedication

VF4
D Sega AM2 P Sony £ 39.99 I 246 NP 2
Hidden depths make this fighter more a way of life than a mere videogame. Even better than we first thought

XBOX

HALO
D Bungie P Microsoft £ 44.99 I 242 NP 16
Luscious looks, clever enemies and a neat storyline. Best console first-person shooter yet

TONY HAWK'S PRO SKATER 3
D Neversoft P Activision £ 44.99 I 245 NP 2
Improved trick system and environments. The definitive extreme sports experience

DEAD OR ALIVE 3
D Team Ninja P Microsoft £ 44.99 I 243 NP 4
Fantastic-looking fighter, a bit gimmicky, but nevertheless solid stuff for all standards of player

PROJECT GOTHAM RACING
D Bizarre P Microsoft £ 44.99 I 243 NP 4
More accessible take on Dreamcast's seminal MSR, with added Ferrari-smashing goodness

AMPED: FREESTYLE SNOWBOARDING
D Microsoft P Microsoft £ 44.99 I 242 NP 4
Snowboarding sim with impressive freedom to roam and an innovative Career mode

GAMECUBE

SUPER MONKEY BALL
D AV/Sega P Infogrames £ 39.99 I 246 NP 4
Cute, hardcore, vertigo-inducing thumb-teaser with loads of modes and plenty of replayability

LUIGI'S MANSION
D Nintendo P Nintendo £ 39.99 I 246 NP 1
Repetitive but unquestionably charming and original ghost-sucking, puzzle-busting adventure

PIKMIN
D Nintendo P Nintendo £ 39.99 I 248 NP 1
Imaginative action-strategy played against the clock, with touches of Miyamoto genius

STAR WARS ROGUE LEADER
D Factor 5 P LucasArts £ 44.99 I 246 NP 1
Great-looking, if highly derivative, thrill-a-minute thumb-masher that's so very Wars

SUPER SMASH BROS MELEE
D Hal Laboratory P Nintendo £ 39.99 I 247 NP 4
Painfully fast fighter or homage to all things Nintendo? Both, though a bit niche

GBA

GOLDEN SUN
D Camelot/Nintendo P Nintendo £ 29.99 I 244 NP 2
Polished role-player by any standards, all the more impressive on handheld. Incredible

ADVANCE WARS
D Nintendo/Intelligenre P Nintendo £ 29.99 I 240 NP 4
Stunning turn-based strategy game rammed with hidden bonuses. Still a CVG obsession

MARIO KART SUPER CIRCUIT
D Nintendo P Nintendo £ 29.99 I 239 NP 4
Racer recapturing the brilliance of earlier outings, though with a few controversial tweaks here and there

SUPER MARIO ADVANCE 2
D Nintendo P Nintendo £ 29.99 I 244 NP 4
More classic Mario magic given the GBA makeover, this time of the platform persuasion

TONY HAWK'S PRO SKATER 3
D Vicarious P Activision £ 34.99 I 246 NP 4
Technically impressive. Loadsa challenges and tricks but the isometric viewpoint can sometimes be slightly awkward

PC

MEDAL OF HONOR: ALLIED ASSAULT
D 2015 P EA £ 29.99 I 243 NP 32
Class scripting, enemy AI and the WWII setting make for a tense if plot-light FPS

CIVILIZATION III
D Firaxis P Infogrames £ 29.99 NP 1
Videogaming crack. Complex, formulaic but so immersive it can mess with your emotions

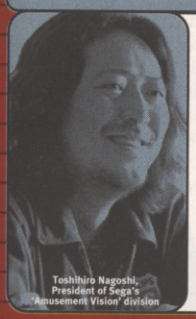
OPERATION FLASHPOINT
D Bohemia P Codemasters £ 29.99 (Gold Edition) I 236 NP 16
Bit cack-looking but quality war sim that'd convert a hippy to the art of soldiering

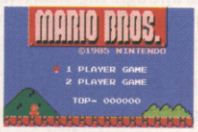
SYSTEM SHOCK 2
D Irrational P EA £ 19.99 (Compilation) B I 216 NP 1
Well plotted role-player shooter adventure-cum-chiller with the atmosphere Deus Ex lacks

HALF-LIFE
D Valve P Vivendi I 206 £ 9.99 B NP 16
Dated but still a byword for classy, story-driven shooters, better than many new releases – even today

PERSONAL RECOMMENDATION

This month: **Toshihiro Nagoshi**, Sega


Toshihiro Nagoshi, President of Sega's 'Amusement Vision' division



SUPER MARIO BROS (NES)
D Nintendo P Nintendo £ 1 or less (ebay.com) NP 1
"This game was the reason I decided to choose Game Designer as a career. It's almost a textbook on how to make games"

THE LEGEND OF ZELDA (NES)
D Nintendo P Nintendo £ 5 approx. (ebay.com) NP 1
"Made me interested in creating action-orientated games. At the time, a lot of RPGs were text-based adventures, but Zelda pushed the envelope for action-orientated games"

PHANTASY STAR
D Sega P Sega £ 30 (v2.0) NP 1-4 online
"A fun game. You face a lot of difficulties when creating an enjoyable network game, and [that's why] PSO is one of the titles that I respect as one producer to another"

DRAGON QUEST 1, 2 AND 3 (NES)
D Enix P Enix £ 1 or less (ebay.com) NP 1
"The first titles that I cried after playing. Seeing the games as a movie wouldn't have had the same effect"

F-ZERO (SNES)
D Nintendo P Nintendo £ 3 approx (ebay.com) NP 1
"As a games designer, I value the theme of speed. Even if it's an action game, how you see the speed in-game is a really important element. F-Zero is all about speed as a game"

BEST IMPORT

WINNING ELEVEN 6
D Konami P Konami £ £69.99 (Japanese Import) UK release: Oct NP 8
More teams, well-honed gameplay and classy looks make this the World Cup and FA Cup winner of footie videogames

CVG THE TEAM

These spawny gits got paid to rate this month's games

PREFERRED SUPER SMASH BROS MELEE CHARACTER?	NESS	KIRBY	SAMUS	BOWSER	YOSHI	DONKEY KONG	FOX MCCLOUD	LINK	MARIO	PRINCESS
WHO ARE YOU?	**Lee Skittrell, Acting Games Editor**	**Paul Davies, Contributing Editor**	**Maura Sutton, Freelance**	**Dean Scott, Freelance**	**Rhianna Pratchett, Freelance**	**Alex Huhtala, Freelance**	**Paul Presley, Freelance**	**Mike Cooper, Writer**	**Steve O'Hagan, Freelance**	**Joff Brown, Freelance**
PLAYING FOR PLEASURE?	Jak & Daxter Stuntman Super Smash Bros Melee	VF4 Pikmin Super Smash Bros Melee	Soldier Of Fortune Gold Tony Hawk's 3 Breath Of Fire II	Winning Eleven 6 Super Smash Bros Melee Spider-Man	Neverwinter Nights Dungeon Siege Morrowind	Resident Evil Advance Wars Civilization III	Project IGI 1 Star Wars Rogue Leader Operation Flashpoint	VF4 Winning Eleven 6 Super Monkey Ball	Halo MoH: Frontline Winning Eleven 6	Buffy Freekstyle Frequency
HOW MUCH WOULD YOU GIVE TO PLAY WHICH UPCOMING GAME?	*Zelda on Cube: "£100 and a packet of Midget Gems"*	*Zelda: "No new clothes for a year"*	*Buffy: "Swap a copy of Cube Zelda for it"*	*"Pay to play games? Sorry, I don't understand the question"*	*Project Ego: "Gotta be worth missing a summer holiday for"*	*Mario Sunshine: "No obscure European films for six months"*	*Republic: "My country"*	*Mario Sunshine: "£50 and a signed copy of MGS2 to ride Yoshi in 3D"*	*Unreal Tournie 2003: "My granny to see a rocket part the rain"*	*Zelda: "Cut off both arms and play with my feet; it's the best series on earth"*

XBOX

BUFFY THE VAMPIRE SLAYER

CVG GAME OF THE MONTH

It's **time** to get your **hands bloody**. Step into the **slayground**

GAME INFO BOX

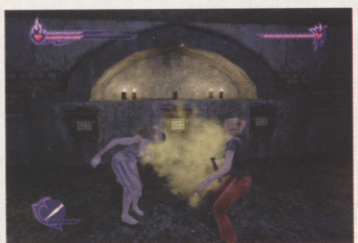
NUMBER OF PLAYERS: 1
COST: £44.99
PUBLISHER: EA
OUT: AUGUST 2
DEVELOPER: THE COLLECTIVE
URL: WWW.UK.EA.COM

On the outside Buffy appears to be the very embodiment of a sweet, rosy-cheeked, all-American gal. However, beneath that cheerleading bimbo exterior lies the pit bull fighting instincts of a merciless vigilante.

See, Sunnydale's sexiest slayer doesn't negotiate with her enemies in words. Instead she relies on her lightning feet and fists to do the talking, and when she gets into her ass-kicking groove it's like watching a woman possessed.

Don't walk into thick patches of fire or you'll become baked vampire food

The level of detail in Buffy's character model is stunning. We like



Buffy's attacker fights from within, blowing chunks all over her. Cheers

Shooting enemies with holy water burns 'em up quick. But remember, you've only got a limited amount of ammunition

So if you happen to have reasonably long fang-like incisors, dislike sunbathing and don't particularly dig momma's famous garlic dough balls, steer clear of this little madam. Otherwise you could find yourself lying in a pile of ash having been impaled through the heart with a wooden stake. What a bitch! Yep, but that's our kind of lady.

GIRL'S GOT GAME

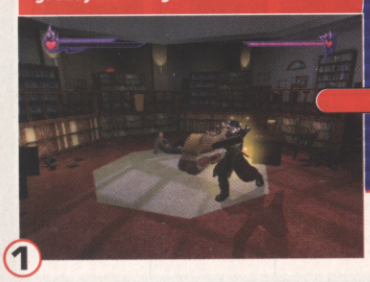
Developer The Collective has devoted a great deal of attention and time to the combat in Buffy on Xbox, and it shows. As you might expect, the moves and brawls are not nearly as complex or deep as the

SHOW 'EM WHO'S BOSS

If you thought UFC was extreme, wait till you step into Buffy's world. Stabbing someone in the heart with a wooden shard from a broken chair leg? Dousing enemies in a sea of flames? It's all good. Nor are there any weight, height or gender restrictions. Buffy versus a massive knucklehead vampire; Buffy versus a giant razor-toothed hell dog... There are plenty of big boss-type battles to be had in Buffy on Xbox.

1

Time to save Giles's sorry ass, which means defeating this mean greasy-haired goon. Ouch!



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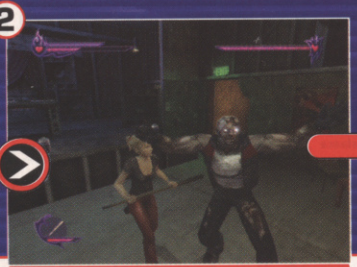
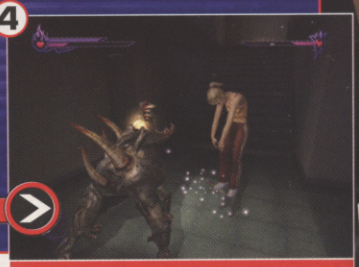


This guy's damn tough. So tough, in fact, that you're best off using your noggin and running like hell

3

One of your harder boss-like battles is against everyone's favourite peroxide punk, Spike

4



It might look like things are getting out of hand, but Buffy's got everything under control. Honest

A-MOVIN' AND A-BRUISIN'

As fans of the TV show, we've all been waiting a helluva long time to play the puppet master with Buffy's pert butt. Well, looks like we won't be disappointed as, luckily, controlling and kicking ass with the foxy slayer feels extremely instinctive and natural. The default control system is easily the most effective, so here are some quick tips on how to pull the slayer's strings.

Hold down the right trigger to fix on and circle an enemy as you fight. When you've got the crossbow equipped and have entered first-person mode by holding the left trigger, you can zoom in using the right trigger.

Press the white button to enter Buffy's inventory screen. Here you can check and equip weapons, supplies and quest items.

Squeeze the left trigger to reposition the camera behind Buffy. Hold it down and you'll enter a free-roaming first-person view.

Jump, jump! Use the B button to leap around levels. Learning to jump around while locked in combat comes in very helpful, because it's the quickest and easiest way of avoiding attacks.

Steer the sexy slayer through levels using the left analog stick.

Use the Y button to carry out actions such as picking up objects and hitting switches. And when you've got a weapon equipped, like a wooden stake, push the Y button to finish off an enemy once their energy is fully drained.

Scroll through weapons by hitting left or right on the Dpad, and equip your tool of choice by pushing up or down.

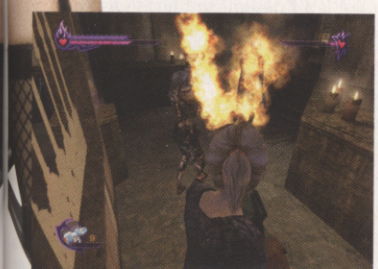
Give Buffy's groin a serious workout with some mad high kicks by pummelling the A button.

The right analog stick can be used to rotate the camera. Handy when you're negotiating a tricky bit of terrain and need a good angle to view the action from.

Hammer the X button to pull off a string of power-packed punches.

kinds of fights featured in Virtua Fighter 4 or Tekken 4, but Buffy's arsenal of cool slaying abilities still feels very fluid and it's all easy to master.

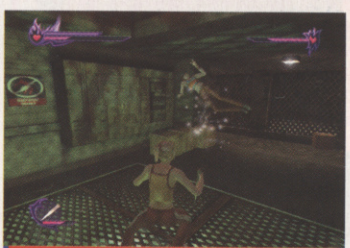
Buffy's fighting style is extremely well suited to the style of adventure you're faced with, which often involves fending off multiple attackers in multi-platform areas. The tight-bunned heroine can leap around effortlessly and string together slick-looking vicious combos. And by holding down the kick or punch button of your last move, you unleash a super-powerful attack, drawing energy from your Slayer Power bar which is situated above your health bar. This gauge gets topped up every time you collect a purple orb from a dead creature – an effective system similar to the one used in Devil May Cry.



Use your makeshift flamethrower on these crusty freaks

Press punch and kick together to lunge in and grab an enemy

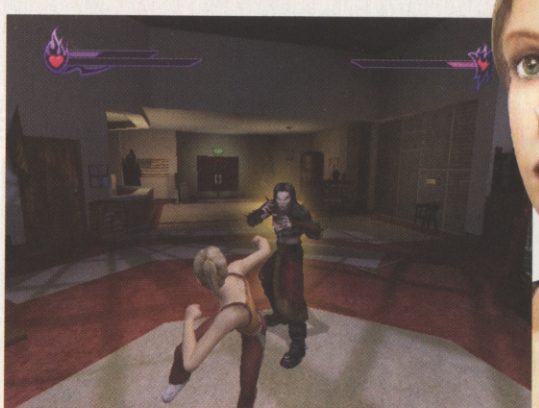
Link together a combo, and then unleash a spinning kick



When you kick an enemy they often spin crazily in the air, like in a scene from a kung fu movie

ASHES TO ASHES

As you slay your way through the game, you pick up a mint collection of special moves, like the Super Cyclone Backfist, which can be used to annihilate loads of enemies when you're surrounded. But the standard combat can be equally thrilling due to some smart devices and methods – all of them handy for

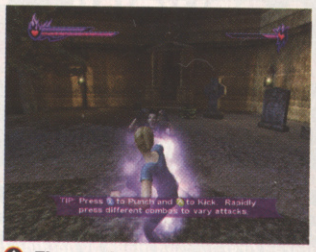


Buffy lines up her foot, ready to plant her heel in his gob

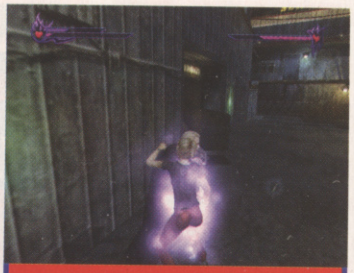
disposing of enemies in different spectacular ways.

You're fighting one creature and another attacks you from behind. So you sharply snap the analog stick in their direction and hit punch or kick and Buffy swiftly deals out a hard blow that sends them spiralling through the air and smashing through a gravestone. In another situation you spy some sharp bits of wood piled up in a box against a wall, and when you kick a vamp across the room and into the sharp woodpile

Kick this giant spiky dog thing in the face – then run away

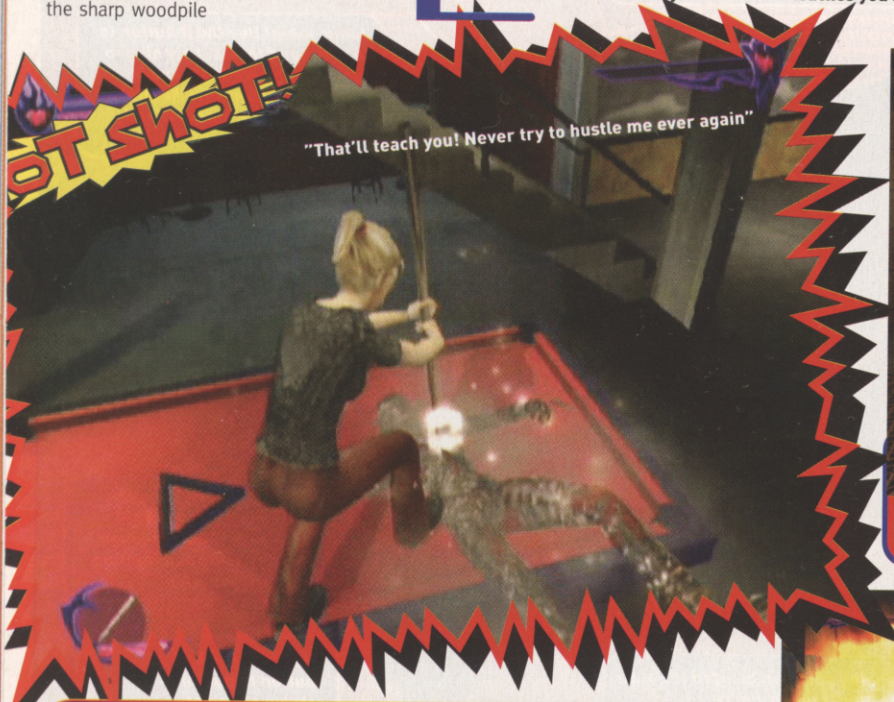


The opening training level teaches you all the skills you'll need



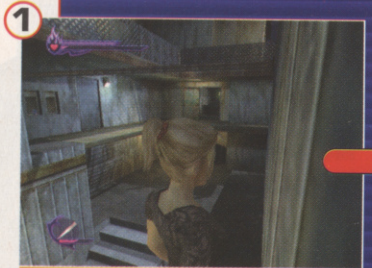
Charge up a throw by holding down the punch and kick buttons

Smash up boxes, chairs and wooden objects to create some lethal makeshift vamp-killing stakes

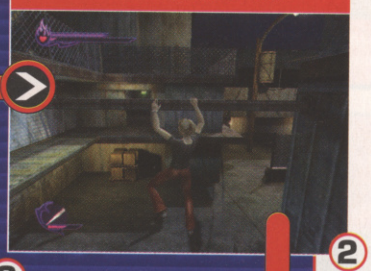


DO THE SLAYER SHIMMY

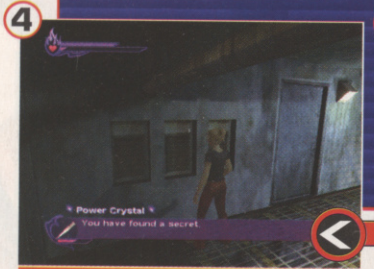
Although most of the levels in Buffy are reasonably linear, you still need to use your powers of exploration in order to work your way through the adventure. This can involve hunting out switches and keys, solving puzzles or simply examining your surroundings and searching for cunningly positioned access points that lead to whole new areas.



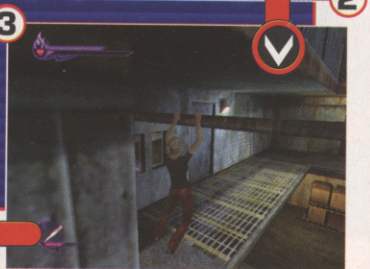
After leaping across some tricky terrain you discover a thin ledge...



...and there's a pole from where you are to where you need to be



And you're rewarded with a secret item too, for your trouble. Cool!



Shimmy across till you reach the other side, then hop down to safety

Boom! Buffy gets caught on the wrong end of a Molotov cocktail

they turn to dust, just as they would if you slammed a stake through their heart. That's gonna sting.

CHEW ON THIS, FREAK

With her awesome collection of weapons, such as a water gun that fires holy water and doubles up as a makeshift flamethrower, a crossbow with sniping capabilities, and a razor-sharp boomerang, busting heads as Buffy is indeed a joy.

But this is where our rant about the classy combat ends and the

Zoom in with your crossbow, aim for the heart, then pull the trigger

METAL GEAR SOLID 2 — BETTER THAN
BUFFY THE VAMPIRE SLAYER — WORSE THAN
OPERATION WINBACK

You can soak up orbs once you've disposed of an enemy

criticisms kick in. Unfortunately, the adventure itself feels painfully linear and the level design isn't nearly as sharp, original or exciting as we'd hoped.

Admittedly, The Collective has managed to capture the atmosphere fro the TV show very well, with good character likenesses, cheesy humour and haunting music, but the environments feel extremely one-dimensional.

Although you are encouraged to explore levels by solving small simple puzzles, when hunting for ways to acces new areas there is usually only one rout from A to B. What's more, the textures and layout of each stage look quite flat and underwhelming, leaving you with th

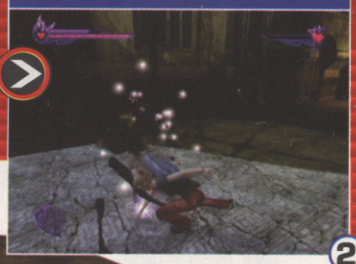
COMBO CARNAGE

Buffy has loads of moves and combos. Most of the basic combos are achieved by simply hammering the punch and kick buttons in random succession. But you'll also pick up new special moves as you progress and, depending on the situation, certain techniques and attacks are more effective than others. Remember to keep some Slayer Power in reserve – by collecting orbs from dead creatures – in order to nail all Buffy's big attacks. Take note.

1

Slayer Ground Smash: A simple button combination sends Buffy leaping into the air...

...and spikes her enemy with an angry fist that smashes them into oblivion. It's gonna hurt



2

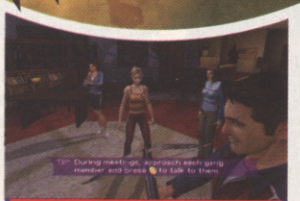
Super Cyclone Backfist: Ideal when you're surrounded, or for sapping an enemy's energy bar

Slayer Triple Kick: This swift move is sure to knock the life out of most of the suckers you come across

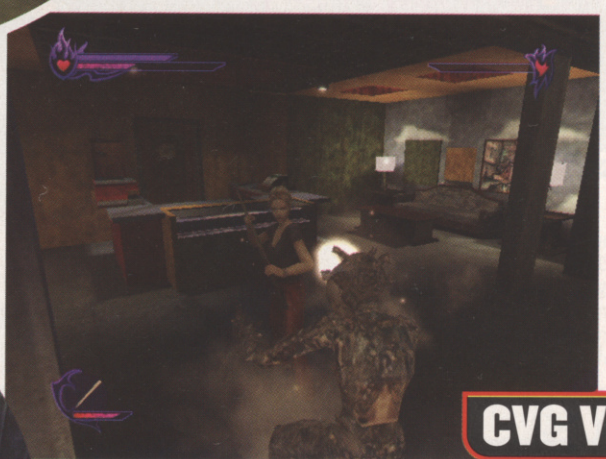
Slayer Combo Boost: Hold down the last button in a three-button combo

Buffy has a close brush with death

REVIEWER
MIKE COOPER



Each of Buffy's buddies is immediately recognisable



Buffy kebabs an ugly bitch on the end of her pool cue. Nifty move, girl

Avoid getting grabbed by staying on the move

feeling that you're on a TV set and not actually immersed in a Buffy universe.

IS BUFFY ENOUGHY?

Great movie and TV game tie-ins are about as rare as a decent Arnold Schwarzenegger flick nowadays. However, although Buffy on Xbox hasn't done what the likes of GoldenEye or Spider-Man managed to achieve, fans of the TV series should get off on the final product.

Even if you happen to be one of those tight-arsed Buffy geeks who has a fit whenever an element of the slayer's world is misrepresented, fear not because although the game does not recreate a plot from any particular episode; the story is set within the events of the third series and acts as a nice complement to the TV show. Of course, beat 'em up lovers are sure to get a big kick out of Buffy's furious beast-bashing action too – with loads of fast, energetic and stylish combat against tons of nasties and boss creatures, it's difficult not to get sucked into the action.

CVG VERDICT

Buffy's debut on Xbox is a slick TV tie-in that's big on fighting thrills and storyline but slightly disappointing in the adventuring stakes. **Mike**

7 OUT OF TEN

GOOD VS BAD

+	−
+ Explosive and inventive	− Uninspiring level design
+ Great TV show atmosphere	− Puzzles are too simple and unchallenging
+ Strong character likeness	

IF YOU LIKE THIS TRY THIS...

Soul Reaver 2 (PS2)

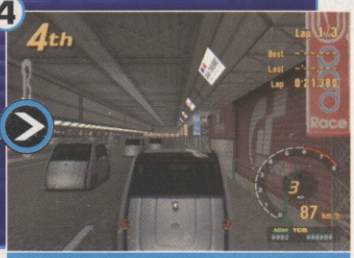
POD RACING

No, this doesn't take place on Tatooine, rather you get to race in a Toyota Pod concept car against five other competitors on a unique circuit. The Pod is by far the most bonkers of all the concept cars featured in the game, featuring some snazzy Tron-like styling.

1 My, what a very strange-looking little car we have here

2 Stop, use the handbrake and the Pod will lower itself to the floor

3 Nah, these sort of antics could never possibly catch on



4 It's like London buses – you wait ages for one...

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA

Bit short of **time**? Then try **Gran Turismo for dummies**

GAME INFO BOX

NUMBER OF PLAYERS: 1-6 (i.LINK)
COST: £29.99
PUBLISHER: SONY
OUT: JULY
DEVELOPER: POLYPHONY
URL: WWW.UK.PLAYSTATION.COM

Before you get all excited about the prospect of a new Gran Turismo, we'll be upfront so you don't get disappointed later – this is a side-project not a sequel, best described as 'Diet Gran Turismo'.

Gran Turismo Concept allows you to choose from a selection of new and old cars and race them over five familiar courses. As you'd expect from the title, the major addition is a selection of concept cars previously only accessible via motor shows.

CHANGING VROOMS

What you don't get is the famous Gran Turismo Mode, where you buy and sell cars and purchase upgrades, essentially the bulk of all previous GT releases due to the longevity and depth that it offered. And GT Concept feels very stripped down as a result.

What remains is essentially an arcade racer that allows you to get to the star cars far quicker. Despite being a shadow of its former self, this release gives you nearly 100 cars to race and that's still a lot more than any other racing series offers.

Hooray! Three cheers for the star of The Italian Job!

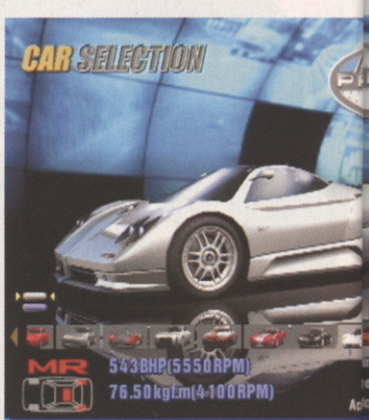
Also gone are the licence tests, although you still have to prove your worth by beating a Gold Cup record time on each course. By beating the Bronze and Gold Cup times you'll earn two new cars for each circuit. Then there's a Normal and Pro challenge for each track; winning both again earns you two more cars. Add mirror modes for each course, each with four cars to be won – and you can see there are a lot of new cars to unlock.

EASY DOES IT

Despite a fair number of cars to unlock, for Gran Turismo experts the challenge is sadly lacking. It's pretty easy to complete the game in a day.

Check progress and the cars you've unlocked at the Status screen

The Nissan GTR Concept LM Edition. It's got PS2 livery!



The Pagani Zonda S 7.3, looks fast – and but unfortunately it corners like a brick

That ugly old car's got a back end not unlike a bulldog's bonce. That's not a compliment

CAR WARS

With cars from Korea, Japan, USA and Europe, GT Concept boasts a stunning line-up. Concept car highlights include the Suzuki GSX-R/4, Hyundai CliX, Volkswagen W12, Toyota RSC and Ford GT40. There's a selection of dream cars, racing variations and production cars that are yet to hit the streets too.

1

The Toyota RSC: Mad Max would drive this

The Suzuki GSX-R/4: race action ahoy!

2

4

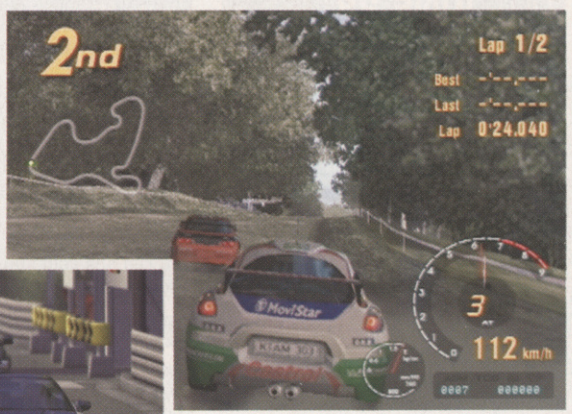
The Ford GT40: faster than its yellow paint

3

The Volkswagen W12 is seriously quick

It's always a fair race when you're all in the same car

There are plenty of cars, both real and concept

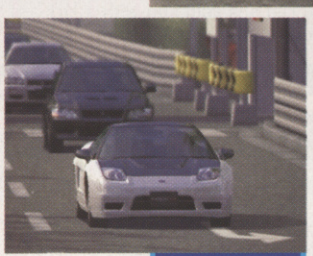


Stay out of the exhaust!

GRAN TURISMO 3
BETTER THAN
GT CONCEPT
WORSE THAN
RIDGE RACER 5

This is because unlike in previous GTs where you had to play for ages before you unlocked the star cars, here you get them very early. Pick the right car, such as the Nissan GTR Concept LM Edition (available by earning the Gold Cup on Autumn Ring), and it's so powerful and such a joy to drive that you can win every street race with it, without having to tinker under the bonnet.

This looks like something Flash Gordon would go to Mars in



The cars look even more realistic than in GT3!

GT Concept can only be described as an oddity. We'd rather see Polyphony Digital busy on GT4. But despite our grievances, the fact that this cut-down racer offers more thrills and features than most of its rivals proves that it really is a funny old game.

it is fast,

Sleek and super-sexy – we'll stop talking about ourselves now

This oversight really begs the question – who is this game aimed at? The real GT fan is sure to want to check out the new cars here, but the difficulty level and arcade structure suits first-time players unfamiliar with the series. It's best described as a sampler for the full-fat thrills offered by Gran Turismo 3.

It may boast revamped graphics, especially on the cars, but even the track selection is somewhat disappointing. Midfield Raceway (from GT3), Autumn Ring (GT), and Swiss Alps (GT3), aren't the best circuits we've seen in the GT series, so why are they here?

CVG VERDICT

7 OUT OF TEN

The budget price suggests that this is meant to be a treat for fans. Despite the tasty cars, this sadly lacks any real challenge. Alex H

GOOD VS BAD

+ Amazing cars
+ Looks incredible
+ Lots of replayability
− Way too short
− Lacks real challenge
− GT3 is cheaper!

IF YOU LIKE THIS TRY THESE...

Gran Turismo 3 (PS2), Project Gotham Racing (Xbox)

This Fairy Liquid-looking bubble is in fact a shield spell

This is about as close into the action as you can get. Not bad at all

Get other creatures to do your dirty work for you

PC

The **role-playing game** the world's **been waiting for**

NEVERWINTER NIGHTS

GAME INFO BOX

NUMBER OF PLAYERS: **1-64**
COST: **£34.99**
PUBLISHER: **INFOGRAMES**
OUT: **JUNE 28**
DEVELOPER: **BIOWARE**
URL: **WWW.NEVERWINTER NIGHTS.COM**

There have been some damn fine PC role-player releases recently, notably Dungeon Siege and Morrowind, but for most fans Neverwinter Nights is the big kahoona they've been waiting for. Sometimes there's simply no substitute for a sharp sword and a well-aimed fireball.

Although it's not in the Baldur's Gate series, Neverwinter Nights is still set in the same world and unlike previous titles, it's in glorious 3D. Creating a character is now easier than ever and even if you don't know one end of a half-orc from the other, you can still come up with a kick-ass effort in no time at all.

SPELL MY SHORTS

Casting spells looks awesome in the 3D environment. And with the short-cut menu you can access the best of them in a single keystroke.

A fireball makes a great weapon but watch your aim

Ice can be as lethal as fire. This ice storm is creaming us!

Pretty rainbows. Wands allow you to cast spells even faster

GOING SOLO

If you're expecting the cosy party atmosphere of the BG games, think again, because in NWNs you're almost totally on your tod. There are over 60 hours of game but don't be scared because you can still employ a henchman to fight by your side, or if you're a magic user, summon a few creatures to hide behind.

NWNs also comes with an easy-to-use toolset, which you can use to build your own adventures. You can become the ultimate dungeon master, letting your mates play through your maps. So if you want to drop an enormous dragon on someone's head or surround them with a herd of mutant badgers, you can. Bring it on!

Even chess can be dangerous

Something awful is about to happen...

These are piles of burning dead bodies. Must be low on wood

The city of Neverwinter is full of problems to solve

Don't get yourself caught up in a web spell

CVG VERDICT

9 OUT OF TEN

A superb all-round role-playing package with all the magic of the Baldur's Gate games, set in a cool new 3D world. **Rhianna**

GOOD VS BAD

+ Fantastic storyline
+ Great gameplay
+ Appeals to wider audience
− Still very hardcore
− Henchmen under-used
− Highly time-consuming

IF YOU LIKE THIS TRY THESE...

Baldur's Gate: Dark Alliance (PS2) Dungeon Siege (PC)

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The stars of the Tokyo & Geneva Motor Shows
in your living room. Unveil, then unleash.

PlayStation.2

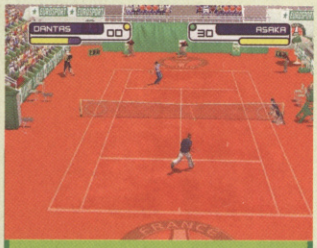
The special edition of Gran Turismo, GT Concept.

Including the Nissan Skyline GT-R Concept, the Volkswagen W12 and the Suzuki GSX-R/4. Plus over one hundred more heart-thumping racing, production, rally, concept and fantasy cars. RRP: £24.99. GT Concept. It's GT with attitude.

uk.playstation.com

PlayStation.2
THE THIRD PLACE

Go for a power shot when the gauge below the player name is full



Unlock new clothes, courts and players in the Champ mode

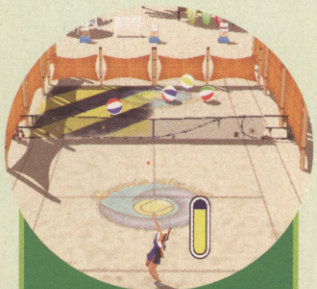
XBOX

SLAM TENNIS

Slick but slow ball-basher

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £44.99
PUBLISHER: EA
OUT: NOW
DEVELOPER: EA
URL: WWW.EA.COM



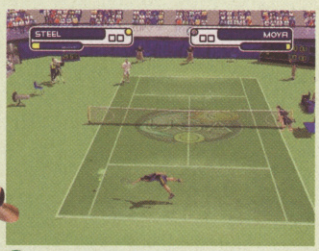
One of the Challenge games sees you popping beach balls

Big daddy Xbox gets its first tennis game, and although Slam Tennis has some cool ball-thumping play modes, the in-game action isn't nearly fast, fluid or explosive enough to make it stand out as a grand slam champion.

However, there are loads of events to get stuck into. In the Championship mode, for example, you climb your way through event challenges, like winning a tie-break with at least two ground strokes, forcing you to really think about how you play.

The four mini-game Challenge events are worth smashing through too – they're fun and great for honing your skills.

The thing that deflates Slam Tennis' bright furry balls is the slow and restricted action. It's virtually impossible to angle the ball more than a few degrees – highly frustrating. This makes the rallies long, but sadly also pretty lame. This one's for tennis nuts only. CVG



Dive, man, dive!

Knock down the blocks within a strict time limit

CVG VERDICT

Good play modes but limited player flexibility and slow action. Mike

6 OUT OF TEN

GOOD VS BAD

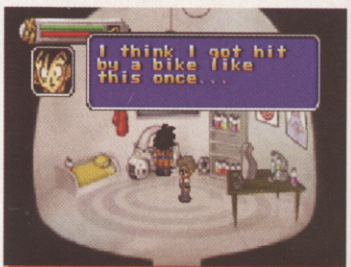
+ Plenty of game modes
+ Unlockable treats
+ Slick animations
− Lack of flexibility
− The speed during rallies is sluggish

DRAGON BALL Z: THE LEGACY OF GOKU

Dragon, not golden, balls

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: INFOGRAMES
OUT: NOW
DEVELOPER: WEBFOOT TECHNOLOGIES INC
URL: WWW.INFOGRAMES.CO.UK



Snooping around people's houses is fun, especially from this novel view

GBA

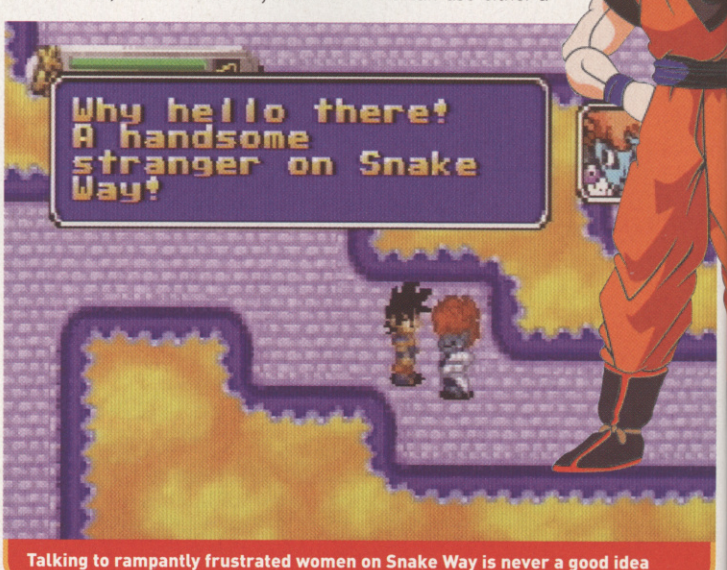
Dragon Ball Z is such a popular cartoon series that apparently the entire world and several hundred animé-crazy tentacled martians have been waiting for its arrival on the GBA.

Fans of the series won't be disappointed by the faithful depiction of the characters and locations from the cartoon, but the big question has to be, how does Goku get his hair so spiky? Almost as important, will the game appeal to a wider audience than Dragon Ball Z fans?

BALLS OUT

There are over 75 characters from the show, including Saiyan Warrior Goku and his son, Gohan. The story follows the early episodes in the cartoon series, taking in the Saiyan, Namek and Freiza Sagas. The game starts in the same way as the original cartoon, with Goku taking Gohan to visit his old martial arts master Roshi on his island. Raditz spoils it by snatching Gohan and threatening to destroy the world.

The gameplay is more like an action adventure than an RPG. All the fighting involves real-time battles between Goku and the monsters he meets. He can use either a



Talking to rampantly frustrated women on Snake Way is never a good idea

PORN STAR

Goku has plenty of side quests to fulfil to distract him from trying to save the Earth from arch villain Raditz. These usually involve finding lost children in woods, leading lost souls to their final destination in the afterlife and, rather bizarrely, returning Roshi's missing girlie mags.

Goku is awarded with Experience points for completing quests

Goku can't resist a peek at old man Roshi's naughty magazines

Goku must lead the lost souls back to the fitness club in Hell

The bosses you meet along the way tend to be very tough and difficult to wear down

The evil spirits taunt Goku with their cruel barbs. He sobs

POKEMON SERIES
BETTER THAN DRAGON BALL Z WORSE THAN
DIGIMON WORLD

You'll see the cartoon-style death screen but it's very pretty

Goku enjoys teaching dinosaurs ice-dancing Latin-style

Giant monkeys attack: there's only one father and son team to call

close-quarters mêlée attack or a ranged Ki energy attack. You start up with just one Ki move (Ki Blast) and learn two more attacks (Solar Flare, Kamehamea Wave) as the game progresses. There's also lots of wacky (if strange) humour that will appeal to fans of the cartoons.

CVG VERDICT

Stays true to the cartoon series but it's over quickly. Maura

7 OUT OF TEN

GOOD VS BAD

+	−
Gorgeous cutscenes	No run button so Goku moves slowly
Varied side quests	
Strange humour	Sluggish fighting

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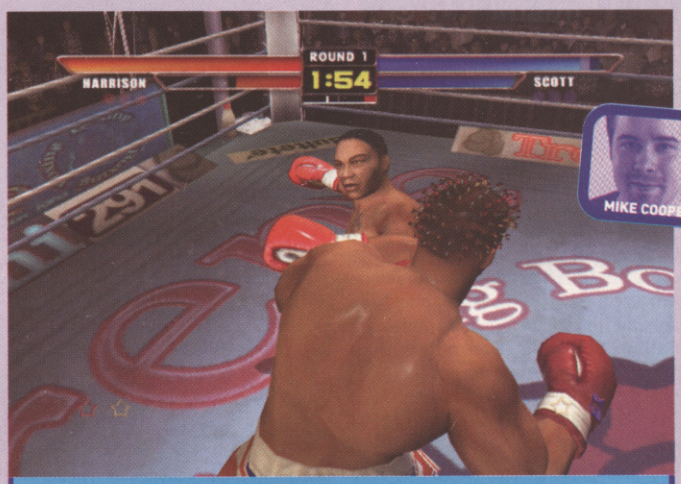
Email: info@ravengames.co.uk

XBOX

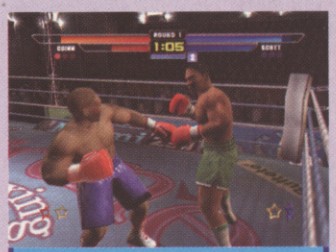
MIKE TYSON HEAVYWEIGHT BOXING

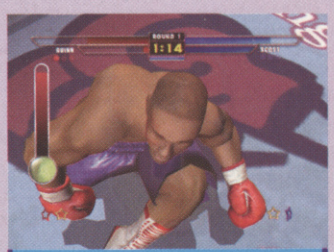
Like Tyson – second best



Pick your camera angle – side-on, above or behind – then bloody your fists

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £44.99
PUBLISHER: CODEMASTERS
OUT: NOW
DEVELOPER: ATOMIC PLANET
URL: WWW.CODEMASTERS.COM

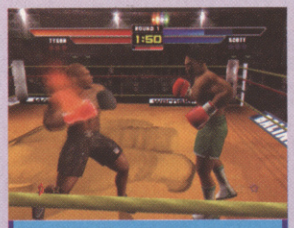

Try weaving from side to side


Follow the button sequence

Last month Lennox bitch slapped mad Mike into oblivion, but straight after receiving his monumental beating the meathead freak popped up and asked for a rematch. Nutter. And the game is almost as crazy and tough as the man himself, with fighters throwing flaming haymakers, smoking knockout punches, furiously fierce combos, and illegal punches. No ear-biting though.

Like the PS2 version, MTHB on Xbox is damn hard. When you get knocked down you have to frantically hammer a sequence of buttons in a bit of a rhythm-action-style manner in order to get up, which gets massively tougher every time you get floored. But if you manage to stay on your feet and learn to bob, weave, counter and combo, you'll soon become a serious contender, free to fully enjoy the cool face-mashing.

However, you have to devote a lot of time to mastering all the moves before the real pleasure kicks in, which could be frustrating for fight fans who are looking for an instant thrill.


Hold down the button to charge up a flaming punch

CVG VERDICT

Rock-hard, but not as good as Knockout Kings 2002. Mike

7 OUT OF TEN

GOOD VS BAD

+	−
Detailed characters	Not many fighters
Tons of punch combos	Getting up after a knockdown is tricky
Flamboyant attacks	

PS2

PRISONER OF WAR

Games as **escapism?** Yes, but we **didn't expect** this...

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £34.99
PUBLISHER: CODEMASTERS
OUT: NOW
DEVELOPER: WIDE GAMES
URL: WWW.CODEMASTERS.COM

They say that in war, there are two kinds of prisoner. The first accepts his situation and sets about improving it by growing vegetables and using his poo as fertiliser, and whittling little figurines out of twigs.

The other refuses to accept his imprisoned status and tries to escape to freedom. Which are you? Meek, dung-turnip man or brave escapee? If you own a PlayStation 2 or Xbox, now's the time to find out – or in the autumn if you own a PC.

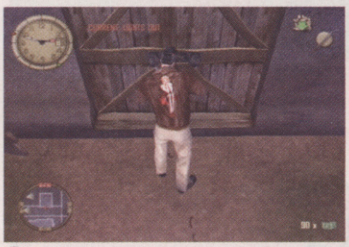
The year is 1944. You are American pilot Captain Stone, who's been shot down over Germany while on a reconnaissance flight. For you at least, the war is over.

From the holding camp you start in to the formidable Castle Colditz, your task is simple: escape. Oh, and do anything else that may help contribute to the war effort, such as sabotaging vital German weapons research, while you're at it.

As you can see, the face models aren't up to all that much

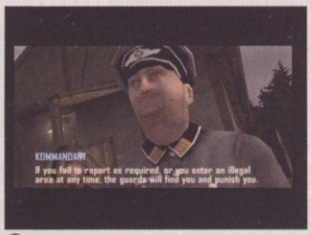
This is how it works: you arrive at a prisoner of war camp. You wander round in third-person, talking to other inmates, finding out who can sell you vital tools, lend a hand, or pass vital information.

In this world, what passes for cash is known as 'currency' – black market goods such as cigarettes and chocolate you steal from the German quarters or earn by completing tasks for other inmates. With it, you can buy equipment such as disguises, telescopes and keys.

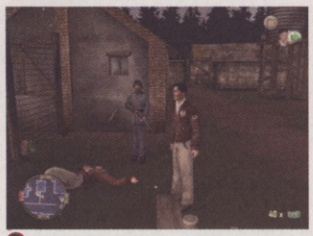


Use a crowbar that you found earlier to break into this storeroom

Next up, you need to formulate a plan, which is only possible from observing the camp layout and routine and by talking to the other inmates, who will point out weaknesses in the security. Then you can pick your moment to go for it.



The accents of the Germans like this Kommandant are atrocious



Your buddy feigns sickness to create a diversion for you. Go for it!

ROUTINE MATTERS

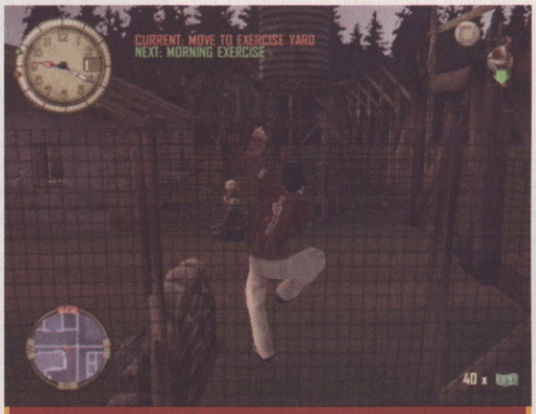
What we have here is basically a stealth 'em up. Most of your time is spent evading guards as you search for equipment, currency or an escape route. Guns or fighting don't enter into the equation.

Camp routines such as roll-calls and meal times must be observed or the guards will come looking.

Getting caught results in a spell in solitary, while being shot brings a sojourn in a hospital bed. Apart from losing your kit, all these outcomes do is add extra days to your internment, affecting your final score.

It certainly looks pretty good. The interiors are filled with furniture,

Feeding time at the camp: the chaps file into the POW mess hall for a good chow-down. Mmm, gruel again



Exterior fences and walls that aren't topped with rolls of spiky barbed wire can be climbed without danger

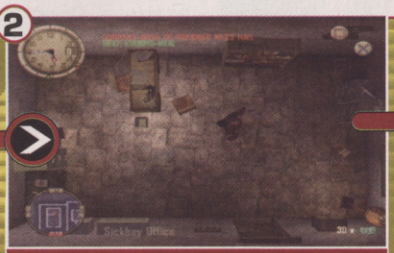
JUST LIKE SCHOOL

This is a prison camp, and in a prison camp there are rules. Lots of rules; actually, on a par with school. You only need to miss a roll-call and the guards will start to go crazy, calling in reinforcements to sniff you out. Worse, wander into the mess compound when you should be slogging it out in the exercise yard sweating blood, and you'll be stripped of your belongings and packed off to spend a day in solitary confinement. Nice.

1

There's a roll-call first thing in the morning and last thing at night

2

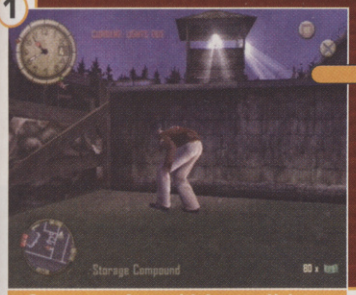


The watch in the top left and the on-screen messages tell you where to be

Once they realis you're extra guards wil hunt y

LIE LOW, FRIEND

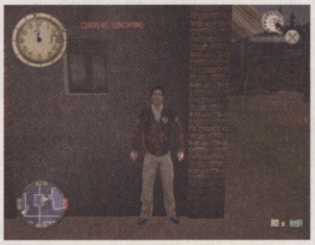
Most of your time in POW is spent sneaking around. There are many tools of the trade here, ranging from throwing stones to distract the guards' attention, to using a home-made mini-telescope for spotting patrolling guards.



Cover your face with boot polish to avoid getting seen at night

Crawl under huts, vehicles and piles of wood and they'll never find you

Beats Al-Qaeda's sleeping quarters at Guantanamo Bay – just


Cling hard onto walls in an attempt to avoid being detected

posters and other gubbins and outside the clouds drift by, birds fly overhead and the guards and other inmates potter about their business.

There's generally only one realistic way of successfully escaping each of the five levels, so the gameplay has a regimented, controlled feel to it. Perfect for simulating the lack of freedom and claustrophobia of a prison camp maybe, but not entirely ideal for an enjoyable videogame.

Yes, Prisoner Of War is a very slick game that dares to do something different. But though tense, claustrophobic and frustrating, the life of a prisoner of war just isn't that much fun. You should only buy it if you've watched The Great Escape more than twice. CVG

SHENMUE (BETTER THAN) **PRISONER OF WAR** (WORSE THAN) **OPERATION WINBACK**

Talking to fellow inmates is where you learn the ways of the camp and the possible means of escape

CVG VERDICT

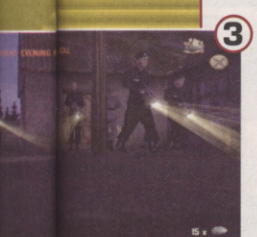
An admirable effort, and something different for WWII enthusiasts. But maybe it simulates the boredom of being a prisoner *too* well. **Steve**

7 OUT OF TEN

GOOD VS BAD

+	−
+ Great atmosphere	− So many routines!
+ Solid visuals	− No 'action'
+ Original premise	− Not many levels

IF YOU LIKE THIS TRY THESE...
Majora's Mask (N64), Hidden & Dangerous (PC)



realise you're missing, ds will hunt you down

GBA

Scissors, paper, stone in combat – a unique touch

Visit the Arena to link up with a mate and do battle

DOKAPON: MONSTER HUNTER

Pikachu can rest easy

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £29.99
PUBLISHER: UBI SOFT
OUT: JUNE 21
DEVELOPER: ASMIK ACE
URL: WWW.NINTENDO.COM

Dokapon doesn't know if it wants to be a monster-catching game or a fully-fledged role-player. On the role-player side, we have the story of a young professional adventurer living in Poponga village, undertaking quests to advance his career in the All Adventurers Association. On the monster-catching side, we have said young adventurer using traps baited with food to capture the monsters he meets on his travels.

Why does every half-decent role-player have a church?

Get your assignments at the All Adventurers Association

Go and visit the rancher when you want to check on your little monsters

MONSTER MESS

Unfortunately, there's not much in the way of a storyline, and the method of catching each of the 150 types of monster is simply no fun. You just set a trap, carry on exploring until a monster takes the bait, then fight it to add it to your collection. Even less impressive is the way you lose all your money and items each time you die. Pikachu and Clefairy would never treat us that way. We miss them. CVG

The language in Dokapon gets risqué at times

CVG VERDICT

Too many flaws to be considered a real Pokémon rival. **Maura**

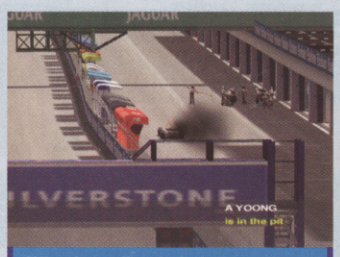
5 OUT OF TEN

GOOD VS BAD

+	−
+ Colourful characters	− Random dungeons
+ Plenty of humour	− Lose all money and items when you die
+ Scissors-paper-stone	

There goes his no-claims bonus

Animated pit crews add to the realism


Wheels on fire, la la la

All set for the off at Monaco

PC

GRAND PRIX 4

The closest you'll ever get to F1 driving

GAME INFO BOX
NUMBER OF PLAYERS: 1-8
COST: £34.99
DEVELOPER: SIMERGY
OUT: NOW
PUBLISHER: INFOGRAMES
URL: WWW.GRANDPRIXGAMES.COM

Another month passes, another Formula One game lands on CVG's grimy doorstep. Luckily, though, this isn't just the latest bi-weekly update from EA, but is actually the fourth in the ultra-realistic Grand Prix series from Geoff Crammond – now there's a man whose name is sure to have the F1 spods among you salivating with eager delight.

REAL AS REAL CAN BE

GP4 is everything you'd expect. Quite simply – unless your name's J Button, which it probably isn't – it's the most realistic Formula One driving experience you can get.

Note, that's 'driving' experience. There's not much actual excitement, unless you're the kind of guy who knows (and, indeed, cares about) the difference between rear-wing downforce and front-laden shock absorbers and what effect they all have on your sector times. Hmm.

On the other hand, if what sets your wheels alight is plenty of glitz, glamour and grid girls, then pop EA's F1 2002 in your drive. It's not going to feel as nice on the Suzuka bends, but it's more likely to make you pop your cork and spray your frothy champagne around the bedroom.

Quick, cut him up London cabbie-style

CVG VERDICT
Realistic and plenty spoddy but less fun than F1 2002. Paul P

7 OUT OF TEN

GOOD VS BAD
+ Amazing graphics
+ Cool pit crews
+ F1 encyclopaedia
– Last year's teams
– Bit geeky
– Bland gameplay

PS2

SOLDIER OF FORTUNE GOLD

Gold? Silver or bronze, more like

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
DEVELOPER: PIPE DREAM
OUT: NOW
PUBLISHER: CODEMASTERS
URL: WWW.CODEMASTERS.COM

Soldier Of Fortune Gold is preceded by an enviable reputation as one of the sickest shooters ever. The ability to target individual limbs and watch enemies scream and writhe in agony combined with close-up shots of severed body parts had players of the PC original reeling and retching with disgust and delight in equal measures.

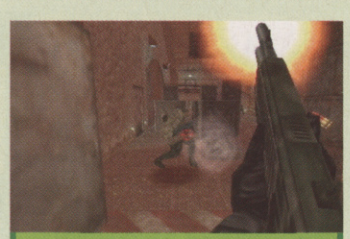
BRAIN AND BONE SOUP

Beneath all the hype, the PS2 conversion proves to be an average shooting experience. The graphics are functional and jerky but at least the blasting comes thick and fast.

The game's certainly bloody enough, but level layouts are dull, the action repetitive and the multiplayer rendered useless due to the jerky frame rate. Unless you have a worrying desire to see claret sploshed about the screen, get Medal Of Honor instead.

The cutscenes in SOFG are incredibly violent too. Strictly for aged 18 and over, kids

You can't help sniggering with cold-blooded satisfaction as you take aim at someone's head


Spray bullets like a maniac

You can turn off the gore if you want to, but really, why would you?

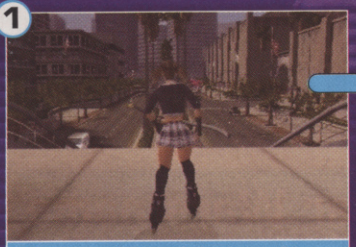
CVG VERDICT
Graphical deficiencies are only just masked by the action. Maura

6 OUT OF TEN

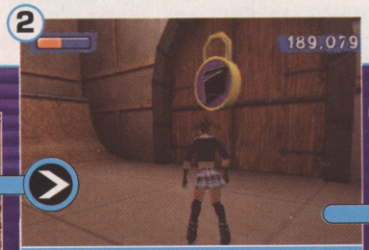
GOOD VS BAD
+ All the gore of the original
+ Realistic subject
– Suspect AI
– Jerky at times
– Dull graphics

LEVEL BEST

The levels in this game are big. Big as in area and big as in height. The area you start in is only part of the story, with keys scattered around each level opening up massive new areas – a fully unlocked level is usually twice the size. And they look even nicer than the ones in Tony's game.



The Movie Lot level. Looks pretty big, right? Plenty to trick off too



Go exploring and you'll find a load of locked doors. Next you have to seek out the key

Open those, and massive new areas emerge, like this haunted movie set

PS2 AGGRESSIVE INLINE

Rollerskating is **the new skateboarding**? Stop laughing. Now

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: ACCLAIM
OUT: NOW
DEVELOPER: Z-AXIS
URL: WWW.ACCLAIMMAXSPORTS.COM

Yep, it's like Tony Hawk's. If that's a problem, you may as well give up on extreme sports games. Triangle is grind from this point on, just as X is accelerate in racing games. Get over it. If you don't, you'll end up missing class titles like Aggressive Inline.

And this is class. It makes you think rollerskating is cool and gives you enormous, gorgeous-looking levels to test out the theory. There's no time limit for you to race against to complete the Hawk's-style objectives: a trick meter slowly ticks down but as long as you keep topping it up with tricks, you can carry on indefinitely. On later levels, the meter falls faster. That's where your skillz come in.

Hardly practical attire for skating now, is it? We smell a rat

ROLL UP, ROLL UP

You can pole-spin like in AirBlade and pull Reverts to string tricks together like in Hawk's. It's possible to grind for ages which seems a little unrealistic, but whatever moves you favour translate into role-player-style levelling up of those skills. Each of the ten 'bladers moves slickly. The trick controls ape the ones in Tony Hawk's, but the timing is spot on – there isn't the clumsiness you usually find in Hawk's wannabes.

Where Hawk still proves to be the master is in multiplayer. Even with the screen split, this game runs smoothly, but it doesn't have the innovation in the versus games to show it off. There's no Graffiti or Horse, just a few trick challenges and a game where you play pontoon by grabbing floating cards. It's like you're playing the main game head to head, rather than being offered something fresh.

As for the solo game, seven levels and a tutorial might not seem like much, but it should keep you going for weeks. CVG

It's a long way down, mate. Watch that you don't fall

Split-screen isn't really all that much to get excited about

They jiggle. Oh, how they jiggle

TONY HAWK'S 3 (WORSE THAN)
AGGRESSIVE INLINE (BETTER THAN)
DAVE MIRRA BMX 2

Looks a bit like New Yoik in the winter, don't you think?

Snowmen are the enemy. The carrot-nosed freaks

Holding tricks longer is a 'tweak'. Bigger points ensue

CVG VERDICT

Hawk's reinvented console extreme sports, and this is the best in ages that uses those systems. Not original, just damn good fun. Dean

8 OUT OF TEN

GOOD VS BAD

+	−
+ Massive Levels	− Not very original
+ Fluid controls	− Multiplayer's not great
+ Super-slick visuals	− Skateboards *are* cooler

IF YOU LIKE THIS TRY THESE...
Jet Set Radio Future (Xbox)

GBA

STAR WARS: EPISODE II ATTACK OF THE CLONES

Another game to **sully** the **Star Wars name**

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £29.99
PUBLISHER: THQ
OUT: NOW
DEVELOPER: DAVID A PALMER PROD.
URL: WWW.THQ.COM/STARWARS/ATTACKOFTHECLONES

You've just seen Attack Of The Clones and it's blown you away and now you're desperate to keep the magic alive a little while longer. You buy the GBA cart and slap it in the slot. The opening graphics are impressive, with stills from the film. There's Padme, looking cute as ever.

Now the game starts. You're playing Anakin, this should be good... Oh dear. You don't remember Anakin moving like a dead dog on a stick. After dying for the hundredth time, you throw the cart away.

When you die you have to go right back to the start of the level. Great

ATTACK OF THE CLOWNS

Isn't it a mystery how one of the classiest movie series ever made keeps spawning so many dire games? Attack Of The Clones is a platformer where you get to play as Anakin, Obi-Wan and Mace Windu. Movement is so limited that you can't even move your character up and down the screen, only from side

PS2

STAR TREK VOYAGER: ELITE FORCE

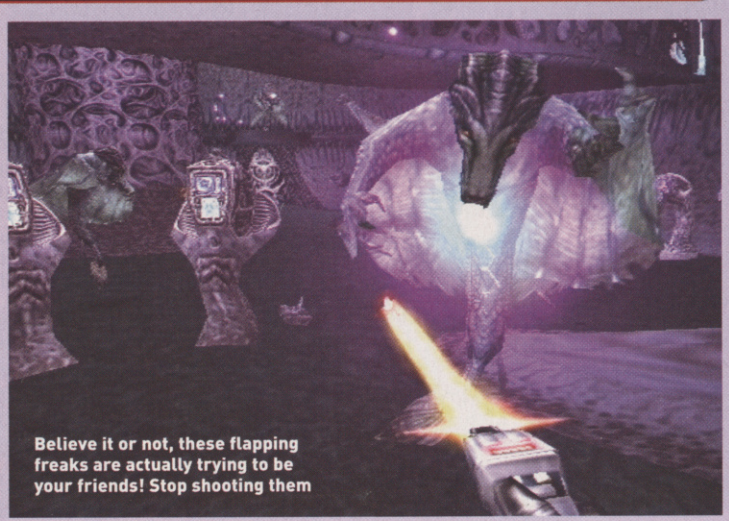
A bit like **Janeway's haircut**: wooden

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: CODEMASTERS
OUT: NOW
DEVELOPER: PIPE DREAM INTERACTIVE
URL: WWW.CODEMASTERS.COM

There's no love stronger than that of a devout Trekker for his beloved Space Opera. And there's no pain greater than seeing all of Elite Force's potential to be *the* great Trek experience wasted in the face of shoddy programming.

The game is a first-person shooter, where you slip into the spandex suit of Ensign Monroe as you try to figure out why the USS Voyager has been



Believe it or not, these flapping freaks are actually trying to be your friends! Stop shooting them

Resist the urge to shoot old blue chops in the head with your phaser

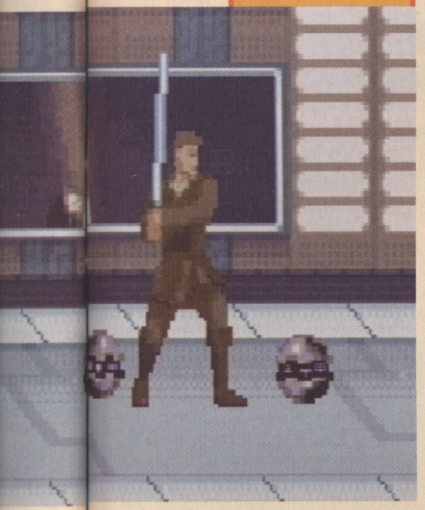
zapped to an unknown part of space. Each mission is linked to the next by lengthy role-player-style exploration scenes aboard Voyager itself.

INERTIAL DAMPERS OFFLINE

It's the authentic, all-encompassing Trek atmosphere that helps make the game's major flaws a little easier to cope with. The stuttering frame rate is Elite Force's worse problem. During frenetic shootouts with hostile aliens you want fluid control and the ability to aim and fire accurately. What you don't want is the action to slow down so much that it feels like you're watching a slide show while scuppering any precise sniper action

REVIEWER
MAURA SUTTON

You'd love to be running all over the screen, but unfortunately you can't



Move your Speeder up, then down. Now collect stuff. Yawn

The rock, Obi-Wan! Oops, too late

to side. What's more, the levels are long and infuriatingly difficult, due to the shoddy weapons control system.

Disappointingly, the flying levels are just as bad, except that you can move your craft up and down rather than side to side. Even the most fanatical Star Wars followers will find it all very depressing indeed.

CVG VERDICT

Nearly as annoying as Jar Jar. Fans deserve so much more. **Maura**

3 OUT OF TEN

GOOD VS BAD

+ Cool movie stills between levels
+ Stirring soundtrack
− Appalling lack of mobility throughout
− Much too difficult

REVIEWER
LEE SKITTRELL

Firefights like this would be much cooler if not for the choppy frame rate

you might have had in mind – which is the danger here.

The AI of the enemies is hopeless too, and multiplayer games are uninspiring and difficult to play due to the frame rate issues. It's just about saved by the Trek-ness of it all, but Elite Force is still light years from being the great Trek game we all deserve.

Temporal rift ahoy! Whoops

CVG VERDICT

Flawed but one of the better Trek efforts. Passable – for fans only. **Lee**

6 OUT OF TEN

GOOD VS BAD

+ Pleasingly authentic Trek look and feel
+ Varied gameplay
− Sloppy conversion
− Visuals lack flair
− It's an old PC game

REVIEWER
MIKE COOPER

Enemies pop up from beneath the snow, ready to attack

GBA

CT SPECIAL FORCES

Go commando on GBA

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £29.99
PUBLISHER: LSP
OUT: NOW
DEVELOPER: LSP
URL: WWW.LSPGAMES.COM

Pump a barrage of bullets into the armoured enemy dune buggy

At first glance CT Special Forces looks surprisingly like a Metal Slug game. And just like its PSone lookalike, CT is packed with some super-tough side-scrolling trigger-happy action. However, this tiny cart has got a few nifty tricks stuffed up its sleeve that help make it stand out from the other side-scrolling platform shooters around at the moment on GBA.

CT's side-scrolling antics see you storming through snow-filled environments, jungles and deserts. You blast the hell out of bazooka-wielding, AK-toting, mortar-firing bad guys, leap away from timed mines, dodge all sorts of missiles and bullets, take out armoured vehicles and generally causing chaos.

But as well as this cool commando-style action, you're thrown into a number of mint mini sections, like skydiving off a cliff, engaging in some first-person sniping, and steering an Apache helicopter through a few top-down shoot 'em up levels, spicing up the whole experience. Class.

However, one big problem is that the whole adventure is over too soon, with only 12 short levels. It's also a real shame that there aren't any huge nutty boss characters to take out at the end of each stage in true old-skool tradition.

All of the side-scrolling environments look gorgeous

CVG VERDICT

A quirky, Metal Slug-style commando adventure. **Mike**

8 OUT OF TEN

GOOD VS BAD

+ Great mix of action
+ Fast and tough
+ Awesome eye candy
− Over in a flash
− Lacking any big boss battles

GBA

BREATH OF FIRE II

Fast running out **of puff** or a true rival to **Golden Sun?**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: UBI SOFT
OUT: NOW
DEVELOPER: CAPCOM
URL: WWW.CAPCOM.COM

Sail the ocean on whaleback. Swoon

The first Breath Of Fire on Game Boy Advance was a faithful port of the Super NES original and the same can be said of this sequel.

The action commences 500 years hence from the time of the first game. The hero is once again a young Dragon Warrior called Ryu, at first unaware of his Dragon Powers and living a humble life on a farm with his father and sister. They disappear and everything changes. Ryu finds himself roaming strange lands in search of answers, aided by fellow travellers he picks up on the way.

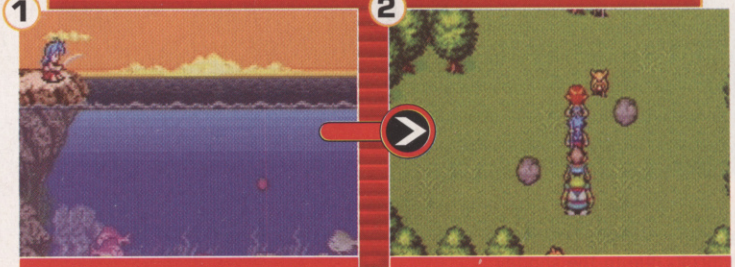
WHALE MEAT AGAIN

As Ryu's quest unfolds, he explores towns, dungeons, witches' towers and the pink, fleshy (and frankly a bit revolting) insides of a whale's belly. He and his friends develop special abilities, fight turn-based battles, save lots of strange creatures and build up experience points. It's role-playing business as usual – but it works.

BOFII looks and plays exactly like a straight port of a Super NES role-player, which is not necessarily a bad thing. So if you're looking for innovation, turn the page. But if you still have a hunger for old-skool RPGs with cute characters and grand storylines, gobble this up.

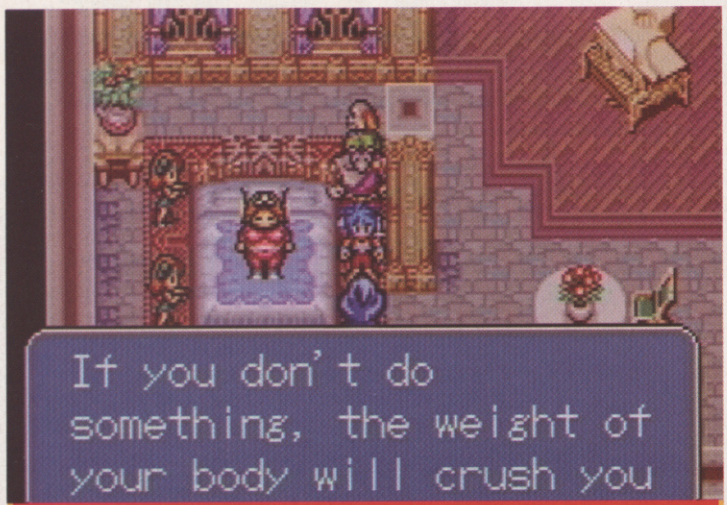
HUNTIN' 'N' FISHIN'

When you see either fish leaping from the water or strange tufts of grass appearing on the world map, it's the signal that some country pursuit-style mini-game action is about to start.



Ryu often enjoys a quick tug on his rod in the open air. Understandably

Use Bow or Katt to kill cute animals for extra food you may need



In this difficult puzzle, you learn how to get the bloater out of bed

There's something a bit odd about the priests of St Eva

Talk to everyone you meet, even the nutters, to learn clues

Ryu's strong physical attack is improved by upgrading his weapons

Each town has a distinct theme. Tunlan is full of cute babes, for example

If you switch a character to the front, you can use its special skill

CVG VERDICT

8 OUT OF TEN

The second-best role-player to appear on the GB Advance to date, but still falling some way short of the majestic Golden Sun. **Maura**

GOOD VS BAD

+	−
+ Develop your own town	− Too many random battles
+ Quick-save facility	− No automatic run feature
+ Crazy humour	− Unremarkable graphics

IF YOU LIKE THIS TRY THESE...

Golden Sun (GBA), Dragon Ball Z (GBA)

PC

DUKE NUKEM: MANHATTAN PROJECT

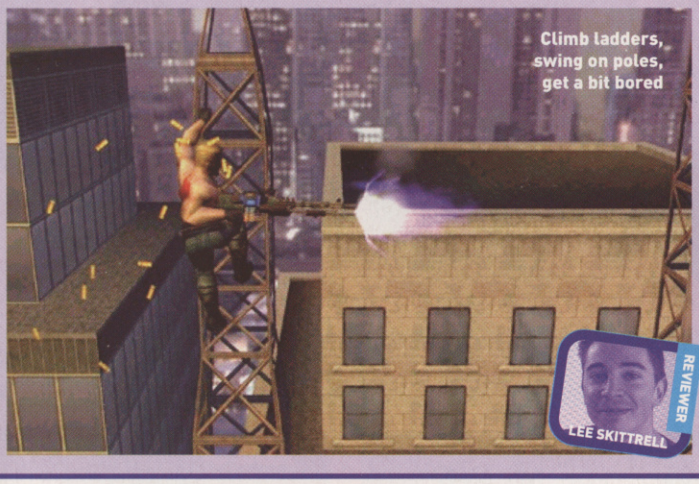
Brash, brainless and more than a little bogus

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £19.99
DEVELPER: ARUSH
OUT: NOW
PUBLISHER: UBI SOFT
URL: WWW.DUKENUKEMMP.COM

Who says you need to plough through a 500-page manual or learn the intricacies of complicated physics engines to play PC games? Duke's latest offering is a shooter so simple you'd think your PC was playing at being a PSone.

Manhattan Project is a retro-style side-scrolling shoot 'em up that has more in common with Duke's very first (duff) games than the one-liner-laden first-person action of recent years.



Climb ladders, swing on poles, get a bit bored

Attack of the killer vixens! No problem, just cleave them with your ray-gun

Duke can kick when he's at close range, as well as blast from a safer distance

ONE-D NOT THREE-D

Sometimes you run from left to right, shooting aliens and flicking switches to open doors or solve simple switch puzzles. Other times you run right to left. There are weapon pick-ups and power-ups to bag and certainly plenty to shoot at, but it's all so very old-skool that you'll get bored quickly. As a tribute to the early Duke games it sort of works, but as a game in its own right the Dukester trips over his own bovver boots.

CVG VERDICT

Fun for the first level, then instantly forgettable. Lee

5 OUT OF TEN

GOOD VS BAD

+		−	
+	Duke's first game in ages	−	Repetitive
+	Shoot at pigs	−	Simplistic
		−	A leap backwards

Wicked games at cool new prices!

Absorb yourself within Rayman's unique and enchanted universe

RAYMAN ADVANCE

"It looks beautiful, sounds heavenly and plays like a dream" OFFICIAL NINTENDO MAGAZINE

"Rayman rocks on the GBA!" IGN

"Make sure you have a soft cushion lying on your floor because that's where your jaw's gonna be when you turn on Rayman Advance." GAMEPRO

GAME BOY ADVANCE

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SCOOBY DOO

dog tags

one in every jar

nutella®
FERRERO

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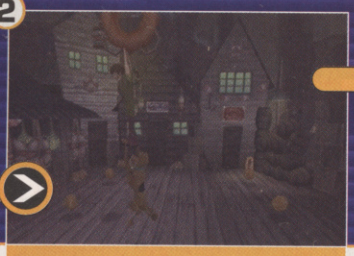
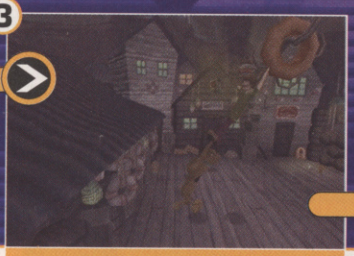
I GOT A FRIEND IN YOU

He might have an appalling speech impediment, but that doesn't stop Scooby from calling out for assistance from Shaggy. Most of the time Scooby has to tackle tasks and puzzles solo, but now and again your scruffy-haired compadre gives you a little help.

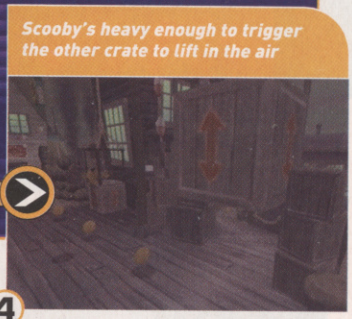
1 *Shaggy drops in to help shift a huge crate that's blocking your path*



2 *You chuck him so he catches a rubber ring on a rope, then you grab his feet*



3 *Leap onto the crate connected via a pulley to the huge crate in your way*



4 *Scooby's heavy enough to trigger the other crate to lift in the air*

PS2

SCOOBY DOO! NIGHT OF 100 FRIGHTS

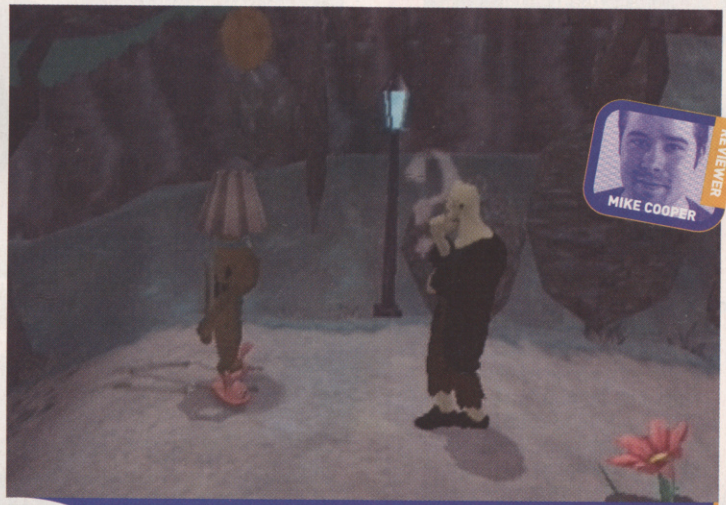
Comedy pooch pulls off a **star** performance for **peanuts**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: THQ
OUT: JULY 12
DEVELOPER: HEAVY IRON STUDIOS
URL: WWW.THQ.COM

Zoinks! A PS2 platform puzzler based on the cult cartoon series could easily have stunk worse than a steaming Scooby poop. But although Night Of 100 Frights isn't very original, it's packed with kooky tongue-in-cheek charm, quirky set pieces, and some cool platform action.

Not nearly as hardcore or intense as the likes of Maximo or Jak & Daxter, Scooby's 3D adventure is far more linear and kiddie than its benchmark platform game cousins. Don't write it off just yet though, because it can still keep you hooked in for an hour or so of play per session, with addictive gameplay built on gap-jumping, projectile-dodging, power-up-hunting, and enemy-bashing. However, the puzzles are about as complicated and taxing as opening a carton of milk.



Stick a lampshade on your head and hide. Some of the baddies are actually stupid enough to fall for it. Suckers!

A witch zaps Scooby with a powerful green bolt of electricity. Roww nooo!

HE'S BEHIND YOU!

Fixed cinematic camera angles have been used to try to make Night Of 100 Frights look and feel like its TV cartoon counterpart. But annoyingly, the fact that you can't rotate the camera often results in you being hit by stuff that you couldn't see coming. A major pain in the cohones, especially when you have to restart an entire section of a level as a result of being killed because of a bad camera angle.

Scooby on PS2 is very easy on the eye and succeeds in capturing the atmosphere of the TV show. There's canned laughter when Scooby does something funny, and bundles of comedy power-ups to collect – like bunny slippers for sneaking, a lampshade for hiding and an American football helmet for smashing through objects.

Simple and shallow? Yes. But for a dose of good-looking and reasonably addictive platform action on a shoestring, this could be the pup for you. And fear not, that little fleabag git Scrappy didn't make it into the game.

Night Of 100 Frights recreates the cartoon vibe brilliantly

CVG VERDICT

Low cost, low maintenance, light-hearted and fun. Get it if you've already caned all PS2's killer platformers to death. **Mike**

7 OUT OF TEN

GOOD VS BAD

+	−
+ Great atmosphere	− Fixed camera
+ Cool set pieces	− It's quite linear
+ Apt comedy sound effects	− A bit on the kiddy side

IF YOU LIKE THIS TRY THESE...
Jak & Daxter (PS2), Maximo (PS2)

PSONE

CAPCOM VS SNK PRO

Eat my fist, sucker!

Geese gets ready to counter as Chun Li misses

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £19.99
PUBLISHER: CAPCOM
OUT: JULY 15
DEVELOPER: CAPCOM
URL: WWW.CAPCOM-EUROPE.COM

Twat-oss! Terry gets caught on the wrong side of Guile's knee

The combined cast of fighters from Capcom and SNK camps form perhaps the most impressive beat 'em up posse in 2D combat history, helping make this one of the finest punch fests available on PSone.

Capcom Vs SNK Pro is a port of the original DC game, and although PS2 owners have since been treated to the slightly improved Capcom Vs SNK 2, don't get too miffed because this still kicks arse – and it's 20 quid cheaper too.

The effective Flexible Ratio System – each fighter possesses a number ranging from one to three depending on how strong they are – allows you to put together a mini troop of combatants whose combined abilities add up to a total of four points. So if you're confident with a strong three-point fighter, you can select them and team up with a weak one-point partner, whereas if your feel you're an all-rounder you could take on opponents with a clan of four one-point fighters. Simple and smart.

Couple this with gorgeously well-balanced gameplay, and you're left with an experience to rival any other top beat 'em up on PSone. CVG

Raiden chokes the life out of Ryu's flailing body

CVG VERDICT

A beautifully polished bruiser to add to your collection. Mike

8 OUT OF TEN

GOOD VS BAD

+ Cast of over fighting legends
+ Slick, speedy combat
− No new features included for PSone
− Blocky collision effects

BARBAR

Forget the fourplay and go it

GAME INFO BOX

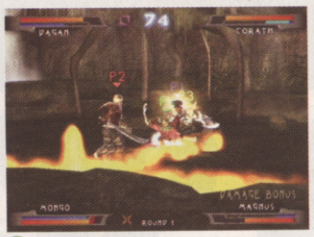
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: TITUS
OUT: NOW
DEVELOPER: SAFFIRE
URL: WWW.BARBARIAN-GAME.COM

PS2

Welcome, you have entered into an ancient age, when gigantic hulking brutes hit each other with big chunks of masonry to decide who's the daddy.

Just like any real-life muscle-bound meat-head, Barbarian is a bit simple-minded upstairs, and features a number of easy combos and a limited move list that's identical for each of the featured characters.

The dumbed-down approach wouldn't be a big deal if it made for intense pick-up-and-play multiplayer battles but instead, four-player fights translate as uninteresting rounds of button-bashing.



Magnus unleashes his vicious flame attack but misses

Thwok! The intelligent camera gives some great views of the pain

The blue bar beneath the red health bar is your magic gauge

REVIEWER
LEE SKITTRELL

Keela was so upset about losing, she vomited on poor Korath

INTERACTIVE ARENAS OF PAIN

Want to smack someone in the face with a big wooden chair? If so, you're fighting in the right place. You can pick up and use almost everything as weapons, and you can even sometimes stun your foe and then pick him up and use him as a weapon against other fighters in the arena. Feel the pain!

1

Stone pillars are a good tool for mashing your foe's face

2

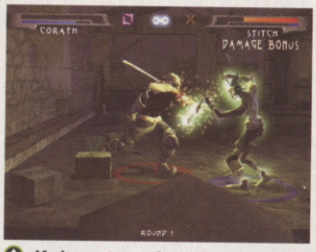
Pick up the peasant and hurl him all over the screen for fun

IAN

go it **solo**, mofo

Fancy effects – if only it played as well

Tumbling through the woodwork, the fight continues on the sand



If characters glow, they have activated their personal magic skill

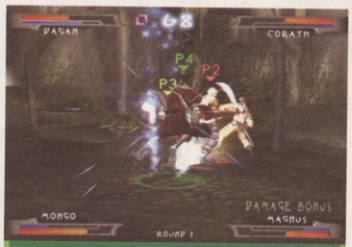
Enemy attacks can sometimes knock as much as a whopping 80 per cent off your health in one go. Boo!

KNUCKLE-HEADED ACTION

There's very little chance for playing tactically, as combos and magic moves leave your hero vulnerable for just a little too long, meaning anyone can come in and pummel you with a quick series of jabs. Blocking and countering attacks is also far too tricky, due to this same reluctance of getting your fighter to actually do what your fingers are telling him.

In contrast to multiplayer, the singleplayer game is actually pretty good. In Quest mode the fights are more varied and feature different parameters for winning. After each fight you gain experience points which you can then use to give your hero new skills. You can even use your custom fighter in multiplayer matches to help even out the harsh difficulty setting.

As a singleplayer game Barbarian is good, but for a game that's primarily designed as a multiplayer experience, that's perhaps not such a great thing.



Multiplayer gets messy with more than two fighters on screen at once

CVG VERDICT

Playing alone is more fun – seems a bit backward for a multiplayer. Lee

6 OUT OF TEN

GOOD VS BAD

+	−
Free-roaming fighting	Over-simplified
Interactive arenas	Multiplayer is weak
Soild Quest mode	Rivals too hard to beat

XBOX

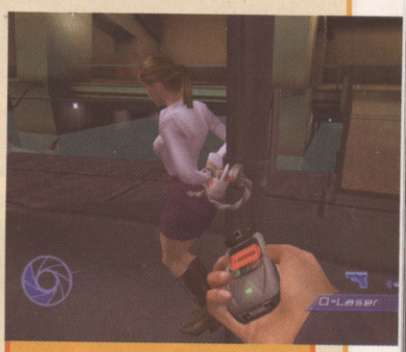
Aim right and hit the barrels to cause an almighty explosion

JAMES BOND 007 IN... AGENT UNDER FIRE

Agent out of his league

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £44.99
PUBLISHER: EA
OUT: NOW
DEVELOPER: EA
URL: WWW.EA.COM



Bond cuts through her shackles with his trusty laser phone

Two of you gang up on a poor defenceless bot in the multiplayer

It's been nine months since Agent Under Fire first rocketed onto PS2, and back then it did the business. But since last November the first-person blaster stakes have been monumentally raised with the likes of MOH: Frontline and the already legendary Halo. So can Agent Under Fire still cut it with the big boys? Uh... nope.

Some heavyweight shooters are headed for Xbox later this year, including the latest Bond sequel NightFire, killer online multiplayer fragger Unreal Championship, and Turok Evolution, so it's damn tough to get excited about this late release of Agent Under Fire on Microsoft's monolith.

Action-wise this version is absolutely identical to last year's PS2 game, with no added extra features chucked in whatsoever. As you'd expect, the visuals are slightly crisper on Xbox, but this just highlights the drab quality of the textures.

The mixture of driving and shooting sections still works quite well, and although the multiplayer is very basic, it's still a laugh if you've got an insatiable thirst for mindless gun fun. However, when put side by side with Halo, it's shocking how truly out of its league AUF on Xbox really is.

CVG VERDICT

Looks dated and underwhelming next to Halo on Xbox. Mike

6 OUT OF TEN

GOOD VS BAD

+	−
Gadgets a go-go	Environments feel flat and lack atmosphere
Cool car action	Missions too short
Rescuing lovelies	

MOTOGP: ULTIMATE RACING TECHNOLOGY

XBOX

Can it be proved that **two wheels** are better than **four**?

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £44.99
PUBLISHER: THQ
OUT: NOW
DEVELOPER: CLIMAX
URL: WWW.THQ.COM/MOTOGP

Use your back brake to glide around long corners gracefully

MotoGP is probably the best bike game we've seen. The reason? It's not just a clone of a car game with slightly different handling, but instead a lovingly crafted bike game made by enthusiasts, for enthusiasts.

The biggest difference between MotoGP and car-based videogames is in the way you have two individual brake controls. The left trigger controls the front brake and the right handles the rear brake.

The rear brake is good for controlling your bike as you glide around long corners, while the front works best at letting the back wheel spin out to help you navigate tighter turns. Using both in harmony without skidding out and getting crushed beneath the bike adds a brand new twist to the actions.

Avoid bunching unless you really want to wobble off your bike

The little **men of war** come to PS2 to **break your patience**

PS2

COMMANDOS 2: MEN OF COURAGE

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: EIDOS
OUT: JULY 19
DEVELOPER: PYRO STUDIOS
URL: WWW.EIDOS.COM

Take the boat, or swim?

Pyro has gone to a lot of trouble to include plenty of detail in Commandos 2. Unfortunately it gets rather lost on a TV screen. Shame

You really shouldn't just port any old game to console, no matter how good the original PC version may have been. Commandos 2: Men Of Courage is so damn hard to play on a TV with a joypad that the fun disappears in a gloomy fog of frustration. The idea is to get through stacks of World War II levels with a small group of soldiers, using stealth and tactics to progress.

5000 AGAINST ONE

The problem is, you're always heavily outnumbered, and the slightest error in your stealth gets you hunted down and killed mercilessly like a dog. You are able to save after every footstep, but it's a bit of a pain and slows the game down significantly.

The controls themselves are harder to pick up than a greased pig. Every button is used, usually in combination with a shoulder button.

There's a fully rotatable 3D view once you get inside a building

In practice, you're struggling to tie up a guard you've knocked out before the patrolling sentry returns, and you accidentally stand up or fire a pistol and get annihilated. It's extremely frustrating.

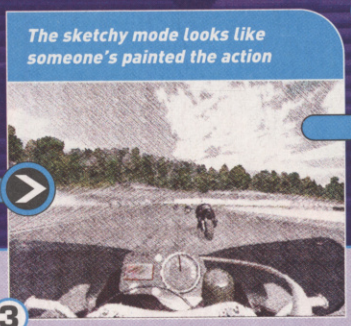
Oddly, however, they'll never spot you if you're hanging off a telegraph wire in front of their face. Nor will they search buildings for you if you manage to slip away.

DO NOT ADJUST YOUR SET

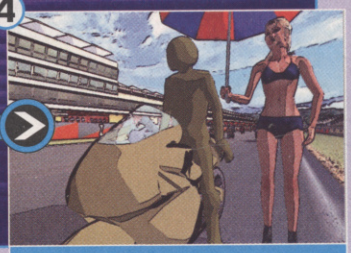
MotoGP goes one better then most racing games by rewarding you with trippy cheat modes. There's even a hidden cel-shaded mode in there – if you've not had enough of that style by now.

1 *The wire-frame mode is kinda cool, in a retro-Spectrum way*

2 *Do not question your sanity – it really does look this weird*



3 *The sketchy mode looks like someone's painted the action*



4 *Hell is cel-shaded racing games. Have to admit it looks quirky though*

YOU'RE GONNA SCORE

Choose to play the Grand Prix mode and create a custom rider by assigning skill points earned after each race, or tackle the more accessible Arcade Championship mode. This is another of MotoGP's innovations: you score points as you race in the Arcade Championship for overtaking cleanly or pulling wheelies, or for performing burnouts.

To score the most points, you need to stay with, and weave in and out of, the pack, but to win the race you need to be way out in front, making for hair-raising driving. The points system adds tension to an already adrenalin-filled racing experience that, if you're motorbike-minded, shouldn't be missed.

It may sound painful but scraping your ass along the ground is the only way to take some corners

CVG VERDICT

One of the best bike racing games ever and essential if you're a fan of the sport, but maybe it takes itself a little bit too seriously. **Lee**

8 OUT OF TEN

GOOD VS BAD

+	−
+ Bikes handle brilliantly	− A bit too serious
+ Loads of game modes	− Graphics bland in places
+ Neat unlockable extras	− Cars are better than bikes

IF YOU LIKE THIS TRY THIS...
GT3 (PS2), Project Gotham Racing (Xbox)

SEE THE WORLD

You could argue that there aren't too many advantages to being in the army. Getting up at 5am to go running in the freezing cold while being shouted at certainly isn't one. You do get to see a bit of the world though. Here are a few of the stops on the Commandos 2 World Tour.

1 *The Arctic. A bit chilly, but at least there are penguins padding about*

2 *Play at soldiers out in India. That big buddha isn't on your side. He doesn't look like he'd be much help anyway*

3 *Infiltrate the Shimano war sub. The real one was sunk before it was used*

ANY PORT IN A STORM

There's a whole war going on here while you play, taking in a range of brilliant locations including Colditz Castle, the Arctic and India. That's all well and good, but you'll probably go AWOL long before you actually see these any of these places.

There are technical limitations which don't help much either. Rotate the map you're on by 90° for a better look around and your PS2 blacks out the screen for a few seconds while it thinks about it. And the smaller items like cigarettes are rendered indistinct on a TV.

COMMANDOS 2 PC
BETTER THAN **COMMANDOS 2** WORSE THAN
ARMY MEN RTS

One thing's for sure: the PS2 is certainly short on strategy, but you've got to put up with a lot to squeeze any fun out of this. The PC version is the one to play, though you could even argue that it's too difficult for the average player to enjoy.

Well done, soldier. You finally managed to blow something up that wasn't you. About time

CVG VERDICT

At its heart, a sound strategy game. But progress is slow and frustrating and it doesn't really work as a console game. **Dean**

6 OUT OF TEN

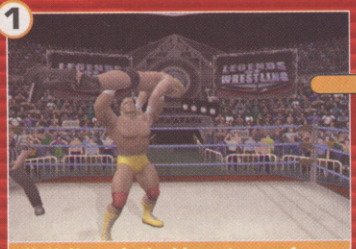
GOOD VS BAD

+	−
+ Strategy is rare on PS2	− Far too difficult
+ Lots of levels	− Controls are tricky
+ Very challenging	− Graphics aren't great

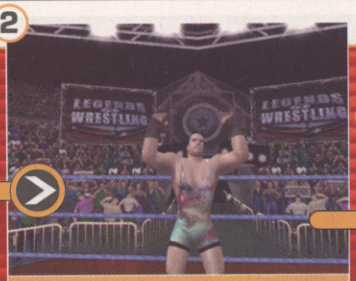
IF YOU LIKE THIS TRY THESE...
Project Eden (PS2/PC), Hidden & Dangerous (PC/DC)

COMEBACK CORNER

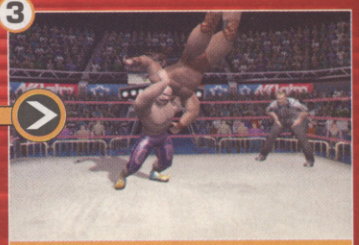
We have to admit that the list of 42 old wrestlers that populate Legends Of Wrestling *is* impressive. Ex-WWF stars, old ECW grapplers who haven't been signed up for other videogames, and straightforward has-beens with ridiculous names abound. This lot ring any bells?



1 Hulk Hogan's the biggest name from old-skool wrestling in here



2 Modern superstar Rob Van Dam makes an unlikely appearance



3 And who can forget the likes of the Iron Sheik? Uh, we can

XBOX

LEGENDS OF WRESTLING

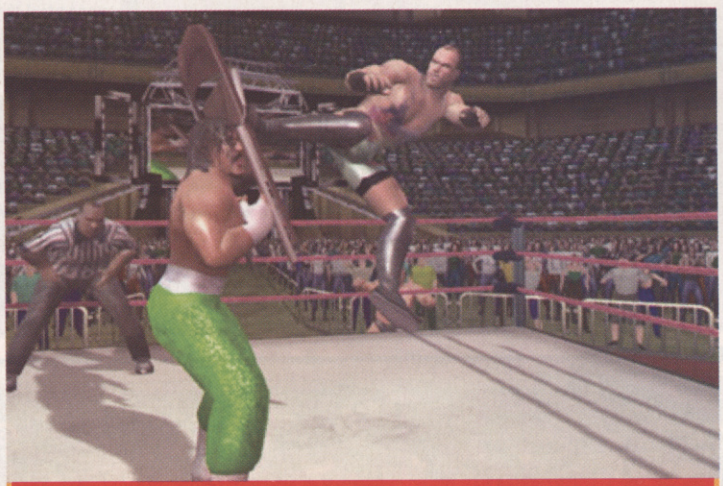
Oldie wrestlers are back in a last **virtual grudge** match

GAME INFO BOX

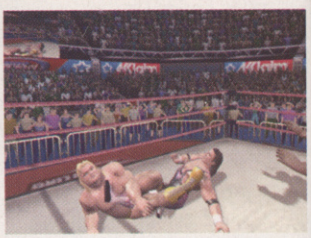
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: ACCLAIM
OUT: NOW
DEVELOPER: ACCLAIM SALT LAKE CITY
URL: WWW.ACCLAIMUK.COM/GAMES/LEGENDSOFWRESTLING

Yes, Legends Of Wrestling is all about old superstars doing their crazy '80s and early '90s stuff. Fortunately, they've been recreated in their prime, not as they are now.

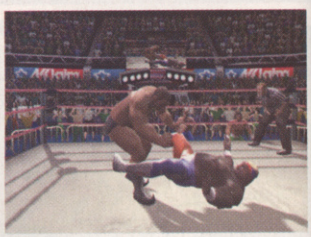
If you're expecting a quantum leap from the PS2 version, you're going to be disappointed. There are some cool real-time shadows, some extra body shininess and er, that's about it. But the stylised, cartoony looks fit in well with the crazy moves.



Rob Van Dam deftly evades a chair attack like only he knows how



Ahem... guys, don't just lay there, wrestle! Oh, you are



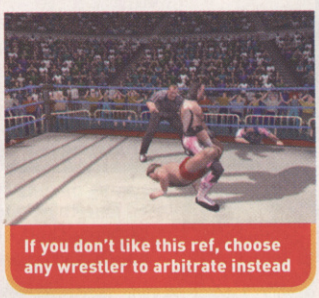
Koko B Ware gets slammed down in punishment for that hair

GRANDPA'S GONE CRAZY

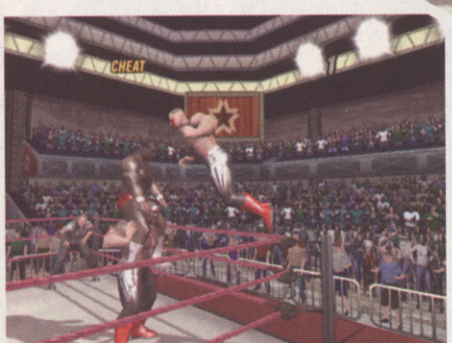
Those used to other wrestling games might be a bit fazed by the way you defend yourself from killer moves. When you're grappled, a marker progresses along a small bar in the corner of the screen. Hit the right area of the bar to evade the move and get the chance to counter with one of your own. You have to take your eyes off the action for a second, but you soon get used to it.

Create-A-Legend mode is tooled up with options including the ability to resize each limb and design your own stencils. You can make female stars, but there aren't any women wrestlers out of the box. Oh, and we'd have liked a bit more depth in the career mode, but we always say that, don't we?

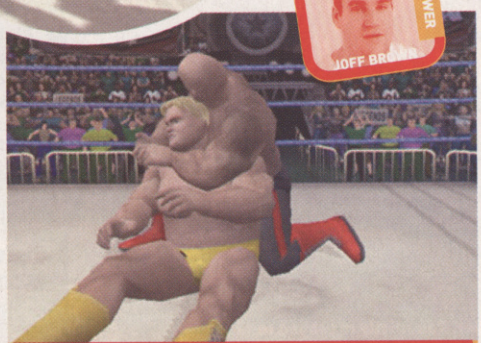
The more crowd-pleasing moves you do, the bigger the stadiums you play



If you don't like this ref, choose any wrestler to arbitrate instead



Tag team matches really rock, especially when you 'cheat' and fight together



Unless you get yourself in gear quickly, you'll be pinned down by moves like this one

CVG VERDICT

You don't need to know these old wrestlers to see they kick ass. Great personalities and simple but effective graphical style and gameplay. **Joff**

7 OUT OF TEN

GOOD VS BAD

+ Wicked old superstars
+ Pick-up-and-play style
+ Over-the-top action
− No modern brawlers
− Countering's a bit odd
− Could be more fluid

IF YOU LIKE THIS TRY THESE...

WWF Raw (Xbox), WWF Smackdown! Just Bring It (PS2)

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PS2

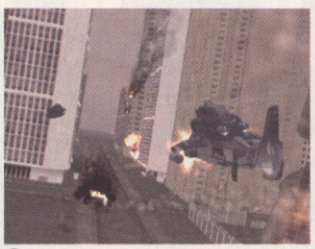
FIRE BLADE

You in a **helicopter** versus a **huge army**. We like those odds

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: MIDWAY
OUT: JULY 19
DEVELOPER: KUJU
URL: WWW.MIDWAY.COM

Human beings. On fire. Screaming. Most excellent



The last few levels are like Urban Strike. Ring any bells?

It's often all too easy to lock-on to distant targets, which can take out a little of the fun

It's the simple things in life that bring about the most pleasure. The gentle chuckle of a baby. A cool breeze on a hot summer's day. Ripping cows to pieces with a helicopter mini-gun. Sniping a soldier's leg off and watching him bleed. That's why we like Fire Blade.

It's a helicopter shooter with the emphasis firmly on action. No boring flight manual to flick through, just a steady stream of jeeps and tanks for you to bake with rockets. The plot? Irrelevant. You're in a big gunship and there are some people on your side. There are more people on their side though, and you are supposed to make up the difference. A war is waged over 18 missions around the world, and if you die you can restart that mission.

Get yourself into a decent position and muller those bases

Sneak up close, then de-cloak and give 'em hell

They look cold, bless them. Warm them with gunfire

Missions are split between all-out offensives and stealth. Yes, stealth. Five tonnes of gleaming black military ordnance that sneaks up on people. We'll come back to this later. Offensive missions include objectives like taking down strategically important bridges so the enemy can't swamp your base, or doing daring one-man assaults on rocket bases.

REVIEWER DEAN SCOTT

"Are you sure that one is the right base?" "Yeah, don't worry about it, I checked. Oh, hang on... balls"

SOLID CHOPPER

The controls are a bit odd, though, adopting the twin analog approach of more simmy games like Thunderhawk: Operation Phoenix. You aren't able to crash into the terrain – and only take minimal damage for clanking off buildings. Killing is easy, with your mini-gun automatically locking targets.

Hostiles are identified with a red cursor, even when they're a fair way off. So you can easily kill stuff you can barely see, which is much less fun than when the tanks roll in close for a firefight.

It's definitely a nice-looking game. You aren't allowed to stray out of fairly tight combat zones, but you can always see right to the bottom of a long valley. Fly low and trees

NATURAL PREDATOR

1

This is no time to get all sentimental; there's no such thing as an innocent animal. Face it, all of them have crapped somewhere they shouldn't at some point in their lives. Fire Blade lets you lay waste to penguins, buffaloes, cows – even birds if you're quick enough with the sniper rifle.

Take the bovine brutes down one by one with the sniper rifle...

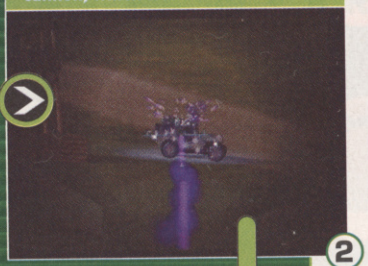
...Or maybe create a glorious beef barbecue using the rocket

2

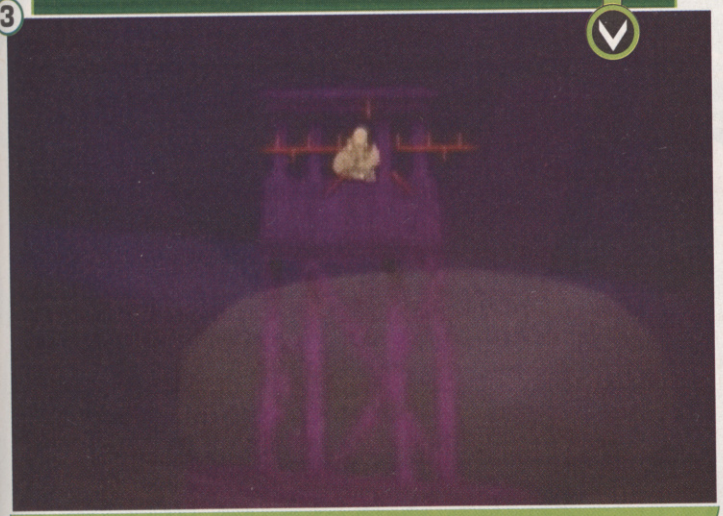
CREEP UP ON 'EM

You've got a number of troops to drop behind enemy lines. There are lots of eagle-eyed bad guys lurking dangerously between you and the dropzone. Hang back when you see the enemy, and flick that bad boy into stealth mode.

Stealth on. Assess the situation, but don't get too close



Target the cars with your ENP cannon, which works in silence



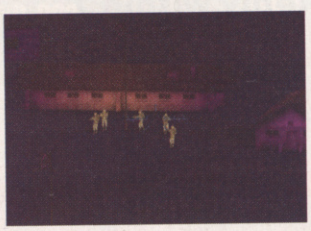
Humans are smaller targets. Flick on the thermograph to see their body heat

The explosions class. Stuff adjacent to the main targets goes up too

Like a Micro Machines version of Soldier Of Fortune

Have you been eating those special pills again? You're a bad boy

The battles in the Amazon jungle are one of the highlights



At night, be sure to switch on the handy thermograph

sway nicely. Hit one with a rocket and it goes up in flames, igniting those around it. The walls around enemy bases can be taken down section by section, and there's lots of innocent animal life padding about among the carnage. And you can slaughter it.

ACE OF BLADES

It's all good fun and the stealth aspects add to this. For missions that require a bit more guile, you pilot the Talon instead of the Vendetta attack chopper. Pressing Square activates stealth mode – rotor blades spin quietly and the chopper goes semi-invisible. You can't manoeuvre as well, but you can get in closer than you would have been able to. And that's where the sniper rifle becomes important.

Zoom right in on a group of infantry and you can snipe off their limbs Soldier Of Fortune-style, with claret spraying everywhere. If one of them is wearing a big grey backpack, be sure to take him down first, as it's carrying the radio he'll use to call in the reinforcements when you start killing people.

ACE COMBAT 4 (BETTER THAN)
FIREBLADE
ARMY MEN AIR ATTACK (WORSE THAN)

Take down the bridges in one fell swoop to protect your base

It's little touches like this that make Fire Blade a compelling game to play, despite the flawed control system and occasional 'fire and forget' combat. The stealth missions can be a real bastard to get through, with the game's inbuilt 'spook' meter only telling you how close you are to being discovered, and not by whom.

The game does need this occasional dabbing of the brakes though, because the 18 levels don't take long to plough through.

Overall it's the best helicopter game on PlayStation 2, and the closest thing yet to the likes of Desert Strike, which people were going nuts for on the 16-bit systems. You want to blow up loads of stuff, not worry about crashing into the ground or running out of bullets? You got it.

Fire Blade may not be totally perfect but its heart is in the right place. Right then, back to nuking those cows... CVG

CVG VERDICT

Concentrates on action but throws in some stealth too. The controls aren't brilliant, but it's the best helicopter game around right now. **Dean**

7 OUT OF TEN

GOOD VS BAD

+	−
+ Lots of action	− Controls aren't great
+ Cool stealth bits	− Only 18 missions
+ Slaughter wildlife	− Not much freedom

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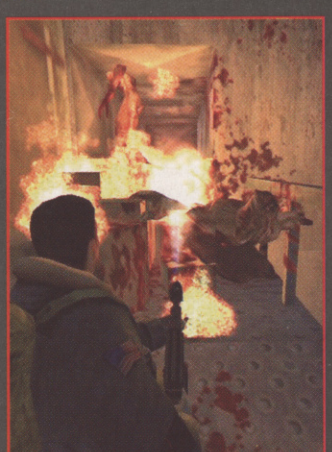

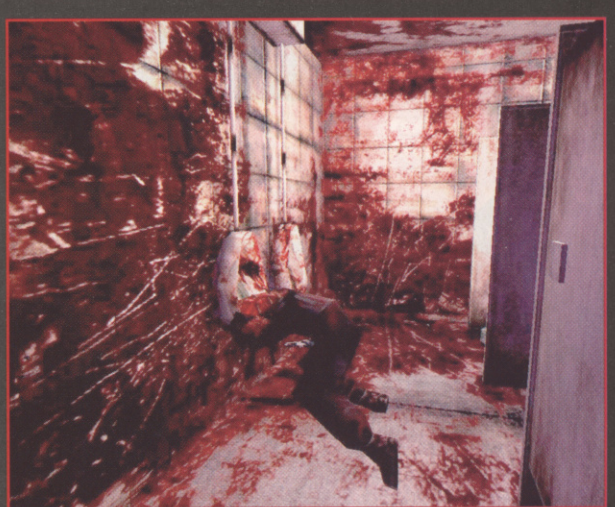

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CVG Trailb

START HERE

Sharpen your claws and sink them into the most wanted prizes around, courtesy of CVG and jungle.com. Roar!

It's that time of the month again when CVG comes over all philanthropic and gives away loads of the hottest gaming kit in town. This month we've teamed up with Jungle.com to bring you some of the finest and most wanted treasures ever to grace these pages. Walk away with a spanking new PS2 *and* Xbox, a PS2 with copies of ISS2 and LMA Manager 2002, or an awesome DVD player and massive Buffy box set. Good grief!

7th CYBIKO INCLUDING OVER 300 GAMES

COURTESY OF jungle.com

Whoa, momma! This handheld marvel enables you to play multiplayer games on the move, text message your mates, and has full wireless WAP browsing and email capabilities. Win it now.

Q. What does the 'e' in email stand for?
A. Elastic **B.** Egg **C.** Evangelical **D.** Electronic

6th SUPER MARIO ADVANCE 2

COURTESY OF jungle.com

He's the only man who can get away with wearing dungarees, magician's gloves and a bright red floppy hat and still look cool. The Koopa-killer is back on GBA, so get to it and bag yourself a copy.

Q. What is the name of Mario's long-tongued steed?
A. Yoshi **B.** Yoko **C.** Yo-Yo Ma **D.** Yodel-a-hi-hoo

5th LMA MANAGER 2002

COURTESY OF jungle.com

Test your strategic mettle to the max with LMA Manager 2002. CVG has four copies to give away.

Q. Who is the manager of the England football team?
A. Sven Göran Eriksson **B.** Alex Ferguson **C.** Kevin Keegan **D.** Gazza

4th ISS2

COURTESY OF jungle.com

Konami's most famous footie series returns and this great-looking goal bonanza is one of the best arcade football games around. Fill in the coupon and a PS2 copy could be yours.

Q. Against which side did England play its first match in the World Cup finals?
A. Argentina **B.** Sweden **C.** Nigeria **D.** Germany

3rd DVD PLAYER & BUFFY SEASON 4 DVD COLLECTION

COURTESY OF jungle.com

Sunnydale's sexiest vampire slayer is back and all boxed up in this beautiful DVD collection. But the cherry on this super-sweet cake is the fact that the lucky winner will be walking away with a DVD player as well. BOK!

Q. What is the name of the sexy superstar who plays Buffy?
A. Amber Benson **B.** Alyson Hannigan **C.** Sarah Michelle Gellar **D.** Emma Caulfield

blazer!

FOOTIE MANIA!

2nd PS2, ISS2 & LMA MANAGER 2002

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It's impossible to overdose on football. Nab this mint bundle, and you could be trapped in a world of intoxicating footie heaven for months on end.

Q. Which Irish and Man U midfielder was sent home from the World Cup?
A. Roy Keane **B.** Paul Scholes **C.** David Beckham **D.** Juan Veron

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Q. What is the name of the upcoming Metal Gear Solid game for PS2 and Xbox?
A. Metal Gear Solid 2: Subgenus **B.** Metal Gear Solid 2: Substance
C. Metal Gear Solid 2: Subconscious **D.** Metal Gear Solid 2: Sublimation

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Fill in this coupon and send entries to CVG Trailblazer 249, CVG, CCVG208A, Dennis Publishing, PO Box 154, Bradford, BD1 5RZ

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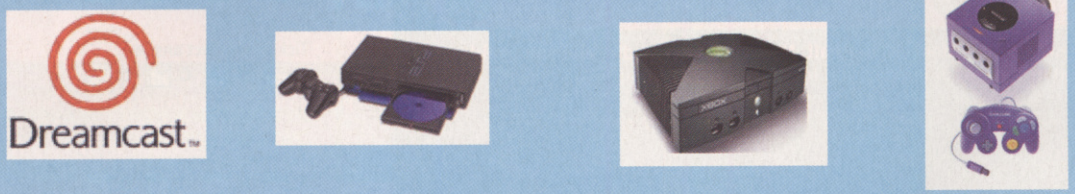

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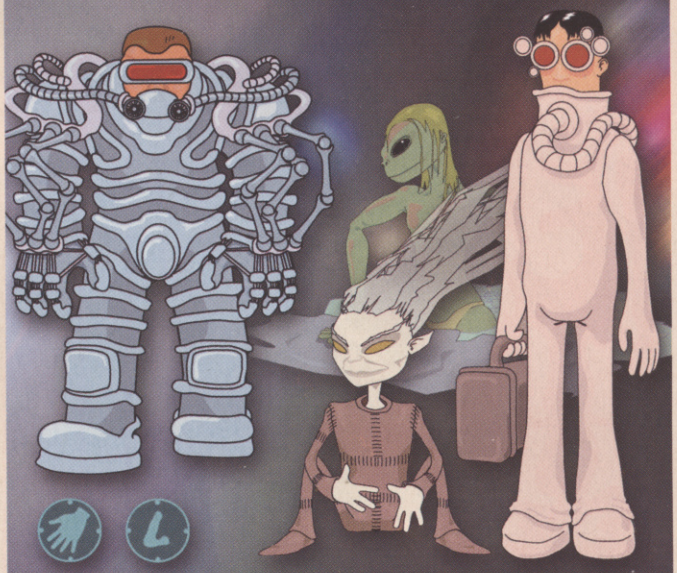

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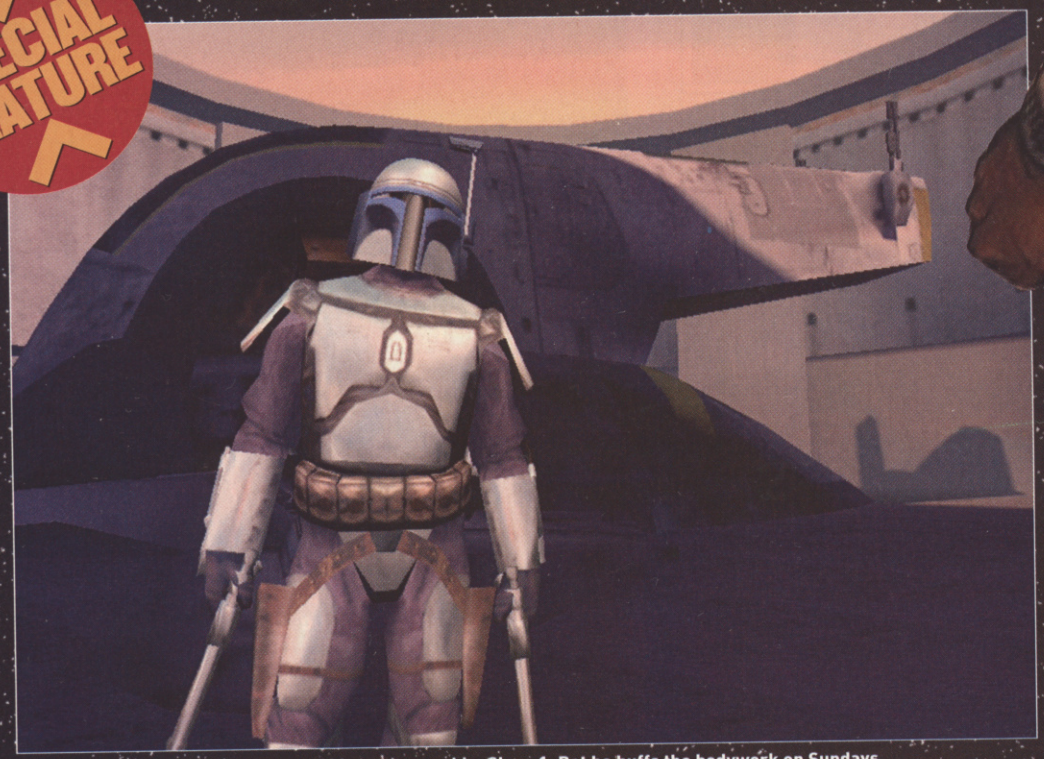


Mr Fett stands proudly in front of his awesome ship, Slave 1. Bet he buffs the bodywork on Sundays

Jango struts boldly through the dusty streets of Mos Eisley

Fire off your back-mounted missile and control its direction with the analog stick

FORMAT: **PS2/GAMECUBE** OUT: **SEPT (US) TBC (UK)** DEVELOPER & PUBLISHER: **LUCASARTS** WORDS: **MIKE COOPER** SCREENSHOTS: **LUCASARTS**

Star Wars Bounty Hunter

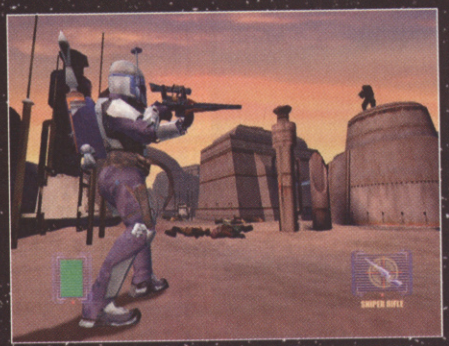
Jango: he'll hunt you down and kill you for hard cash. Don't mess

Who's the daddy? Well, Jango Fett actually. Father of Star Wars' coolest bad guy and bounty hunter extraordinaire, Boba Fett, Jango is jet-propelling his mean ass onto GameCube and PS2 at the end of 2002, and both versions promise to be identical in terms of gameplay.

If you haven't seen Episode II yet, you clearly live in a hole in a forest and are only reading this issue because it dropped out of the backpack of a well-adjusted CVG reader on a romantic country walk with his girlfriend. So for those of you whose homes aren't underground and made of mud and moss, it's time to get a bit nerdy and over-excited because Bounty Hunter is shaping up to become one of the hottest action hits of the year.

The story kicks off just prior to Attack Of The Clones, and sets out to answer why Jango Fett was chosen to be the source of the clone army, how he became Count Dooku's right-hand man, and even where Jango's ship, Slave 1, came from. But we won't bore you with any more plot details, because by far the most awesome aspect of

Get out your trusted flame-thrower and get toasting some criminal ass – now!



"This bullet's got your name on it punk!" Kill crooks from a safe distance with the sniper rifle

Don't ever stay static or you'll find yourself in a world of pain you'd never imagine

AERIAL ASSASSIN

Jango is fastest and most effective when he darts around using his trusty jetpack. This makes the art of flying and shooting at the same time a technique well worth practising.

Dual Blasters equipped: lock onto one enemy and track another. Class!

While locked onto an enemy, you swiftly dodge an onslaught of deadly fire like some sort of futuristic ninja

Clowns to the left of you, jokers to the right. Shooting them both at once is your best bet

Bounty Hunter is all the mad third-person action that LucasArts has cooked up.

DEAD OR ALIVE? HE DOESN'T CARE

You use your ID scanner to sniff out bounties located within a crowded area. Bingo, one shows up. Your scanner provides you with a handy mug shot, reams of other information like how many systems they're wanted in, their record, and what kind of jam they like on their toast.

But just as you're preparing to go on the hunt, another couple of bounties pop up on the scanner. Instead of wildly going after all three at once, you calmly select you whip chord. Next, you're stealthily moving in close to the nearest, creep, wrap him up in one swift blast, then run over to the body and hit the action button to collect your live bounty.

Now it's time for some double-gun fun. A gunfight erupts when the other two crooks realise that you're after them, but with dual blasters equipped you can lock onto one enemy and track the other so you don't lose either of them. Controlling Jango feels very comfortable and after some seriously intense leaping and boosting action you manage to zap the crap out of the pair of them and collect your well-earned dead bounty. Another day, another credit.

COOLEST KILLER IN THE GALAXY

Like any decent bounty hunter, Jango is armed to the teeth with an awesome arsenal of toys with which to tackle any situation, from dual blasters, wrist lasers, flame-throwers, sniper rifles, and toxic darts, to remote controlled missiles strapped to his back.

If all that weren't enough to get any true Star Wars nut salivating worse than a starving Wookie, Bounty Hunter is set across four worlds, spans 18 huge levels, and sees you encountering over 100 unique characters – a well-balanced mix of familiar and new faces. Plus you get to unlock heaps of secret items while on your bounty hunting travels.

However, the icing on this ever-so-sweet cake is the fact that special effects movie gurus, Industrial Light and Magic, are creating the cutscenes, and Skywalker Sound are doing (you guessed it) the sound.

So with all this in mind, we'll understand if you feel a sudden urge to open the nearest window and start geekishly wailing out the Star Wars theme. Go on.

Point blank. The Jawa never stood a chance...

Mace Windu is heading off into battle on his mean-looking speeder bike. Go Mace!

You can use your mounted lasers to pierce through and destroy enemy ships

There's a massive array of ground units and ships and they all look awesome

FORMAT: **PS2/GAMECUBE** OUT: **SEPT (GC) NOV (PS2)** DEVELOPER: **PANDEMIC STUDIOS** PUBLISHER: **LUCASARTS** WORDS: **MIKE COOPER** SCREENSHOTS: **LUCASARTS**

Star Wars: The Clone Wars

Crosshairs fixed on Rogue Leader's crown

A mission-based combat game in the same vein as the stunning Rogue Leader, Clone Wars sees you taking control of Anakin Skywalker, Mace Windu or Obi-Wan Kenobi. And like the action in Rogue Leader, you get to command other supporting units. But one of the biggest differences in this latest interplanetary adventure is the fact that you get to bark orders at ground units as well as being able to pilot ground vehicles too. Mint-o-la.

The singleplayer game extends across 16 massive campaigns set on six worlds, and the action begins where Episode II left off. Epic battles are most definitely on the cards, with skies and terrain lit up with laser fire lightshows, awesome dog-fighting action, and manic ground-level carnage.

Missions will see you zipping on a speeder bike through the forests and treetop cities on the home planet of the Wookies, and battling in the cockpit of an AT-SX assault walker. Plus you have to employ some strategic thought on each mission, as each different attack unit possesses its own distinctive combat role in warfare.

TO THE DEATH

Even at this stage the atmosphere of the set-pieces in Clone Wars feels just as immersive and intense as that of Factor-5's aerial masterpiece, Rogue Leader. If your nips aren't hard yet, they'll be like bullets with news that there will be muchos multiplayer action to be had in Clone Wars on PS2 and GC. There will be a standard all-out deathmatch mode, a king of the hill game, and others.

Most intriguing though, is the Conquest mode, which sees you and a buddy going head-to-head, with each of you controlling your own team of units. The overall aim is to capture your enemy's HQ, but in order to do this you have to build up a mighty army by strategically capturing neutral outposts on the way. Every time you acquire an outpost you automatically gain more units to use in your ongoing assault. Let's have it.

Get to control one of these assault walkers

Send out tanks and instruct them to obliterate other ground units

Republic gunships move in formation as they fly into conflict

Thought the Death Star was big? Check this!

Star Wars: Galaxies

FORMAT: **PC/PS2/XBOX** OUT: **PC SEPT (US) PS2 XBOX (TBC)** DEVELOPER: **SOE**
PUBLISHER: **LUCASARTS** WORDS: **MIKE COOPER** SCREENSHOTS: **LUCASARTS**

"Hello! I'm your friendly neighbourhood lizard man."

Your character scouts out the vibe in Mos Eisley from a safe spot

Galaxies on PC is looking very impressive so far, and although development for PS2 and Xbox has not yet begun, this still bodes well for Sony and Microsoft owners because all three versions are being developed by the same talented folk at Sony Online Entertainment.

Extravagantly huge, SOE is aiming to have eight to 12 gargantuan worlds up and running for Galaxies' launch. And just to give you an idea of the scale of this massively multiplayer online experience, each world is promising to be bigger than all of Everquest put together.

Galaxies is gearing up to play home to a mind-bogglingly detailed, flexible and involving universe. You are the master of your own destiny in a mammoth adventure set against the backdrop of the conflict between the Rebel Alliance and the Galactic Empire.

Work your arse off to become a Jedi and engage in shed-loads of combat, become an influential politician or take the passive route and choose to be a musician, cafe owner, or porn star (actually the last profession might not be an option). Build droids, mine ore and sell it, build homes and maintain all manner of structures, interact with thousands of other online players, drive famous Star Wars vehicles, and set facial expressions to show other gamers what sort of mood you're in.

When you tire of the city, head for the country

Although Galaxies is set to be overwhelmingly in-depth, there will be loads of small missions to simply dip in and out of, giving the game both short and long-term appeal. All in all Galaxies is shaping up to be a huge online stunner.

Star Wars Knights Of The Old Republic

FORMAT: **PC/XBOX** OUT: **SPRING 2003/NOV 2002** DEVELOPER: **BIOWARE**
PUBLISHER: **LUCASARTS** WORDS: **MIKE COOPER** SCREENSHOTS: **LUCASARTS**

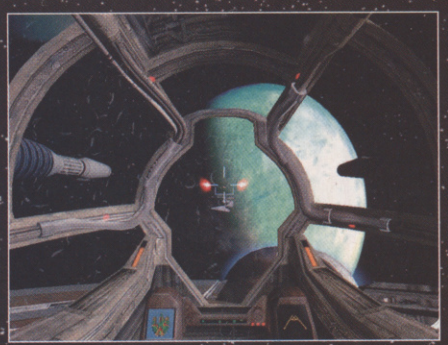
Good or Evil? You decide

BioWare, the brain behind PC RPG classic Baldur's Gate and the awesome Neverwinter Nights has sunk its teeth into the Star Wars universe and come up with an adventure that's looking very tasty indeed.

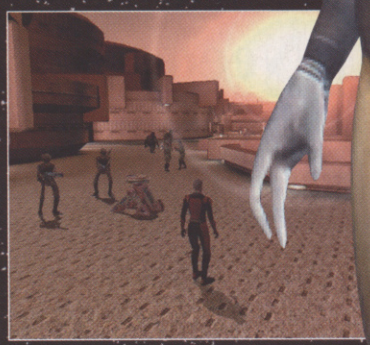
Having selected and customised your choice of Jedi guardian – Scout, Scoundrel, or Soldier – KOTOR throws you into an original epic Star Wars story set 4,000 years before Episode I, in an age plagued with conflict between Jedi and the Sith.

A pair of weak-minded Sith guards block the entrance to a building that you need to enter, and by using 'Force persuasion' you manage to get them to leave their post. This passive tactic edges you towards the Light Side, but had you taken them both on with a lightsaber your aggressive choice would push you towards the Dark Side. See, your character evolves and leans towards either the Light or the Dark Side depending on all the decisions you make and types of missions that you choose.

Fighting, completing puzzles and overcoming challenges will earn you skill points that you can allocate where you wish. As you progress your character will acquire and upgrade shiploads of versatile abilities. And as well as developing powerful techniques to use in combat, you can upgrade your mental skills; such as computer skills. These come in handy in other scenarios like when you have to hack into a system to shut down shields that are protecting a cluster of enemy droids.



The action enters a first-person viewpoint when you're gunning down enemies from inside a ship



Use subtle 'Force Persuasion' tactics when trying to avoid conflict

A massive, multi-layered adventure, what we've seen of KOTOR so far proves that it could easily rival the quality and depth of its other BioWare role-playing cousins.

HUNTER'S BACKSIDE!

Consoles As Big As Houses!

The next-generation of videogaming consoles could be as big as houses, it's been revealed.

A report commissioned by the National Gaming Association (NGA) predicts the next wave of machines will aim to provide a safe living environment for users, as well as the ability to play games.

In the wake of the report, Sony admitted its in-development PS3 is "about the size of a Victorian terraced house with gas central heating and a south-facing garden". The 3000-bit machine also includes built-in modem, DVD-playing capabilities and a rotary washing line.

Microsoft is thought to be planning an American-style 'ranch' console, while Nintendo's successor to GameCube is likely to be the size of a semi-detached three-bedroomed home in Market Harborough.

HOW THE NEXT-GEN MACHINES COULD LINE UP

This is how the next-generation Xbox might look. In the foreground of the picture is what appears to be an ornamental fence decorated with deer antlers, but is, in fact, a well-disguised power cable.

Sony's terrace-sized PlayStation 3 may come in white after the corporation was deluged by gamers complaining about feeling "vaguely drepessed" after using the black PS2.

Is this the future of the GameCube? This artist's impression shows a three-bed backwards-compatible home with GBA link-up potential.

New Office Mountain Screenshot!

We quite literally ran around the office screaming like baboons, pouring ketchup on ourselves and licking the postman's trousers when this tantalising screenshot arrived in our inboxes.

It's the first ever image of the hotly anticipated Office Mountain; the shot seems to show one of the office mountaineers at the peak of what might be Kilimanjaro, but could just as easily be Everest or a hill near Basingstoke. More shots as we get 'em!

The Office Mountain shot: causing tumescence round our way

Life's A Drudge

Plans to develop the planet's biggest online multiplayer role-playing game were recently unveiled. The whole world will be forced to play Ultimate Drudge Online, in which players will have to earn money, forge relationships, then create new characters before dying.

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Sense-O-Bum works by paying workshy dossers to stand behind gamers, giving them physical sensations to match the action on the screen. The Sense-O-Bum can:

- **PUNCH** players during bouts of Virtua Fighter 4 on PS2
- **BITE** gamers while wrestling with zombies on GC Resident Evil
- **CARESS** players during the yucky bits of Final Fantasy X

Just answer this simple question to win your own:
Let the equation F(x, y, z) = c represent a set of non-intersecting surfaces. (Each c corresponds to a different surface.) What is the condition that this is a set of equipotential surfaces? In other words, can we define such potential V(c) that its Laplacian vanishes?

Send your answer on a postcard to the usual address.

Sense-O-Bum demonstrating the new Soul Calibur II peripheral

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HOTTEST TUNES

Without Me - *Eminem*	111952	Best In Me - *Blue*	111950
Kiss Kiss - *Holly Valance*	111898	Freak Like Me - *Sugababes*	111896
The Logical Song - *Scooter*	111965	Dreamer - *Ozzy Osbourne*	111980
Hero - *Chad Kroeger*	111966	Boom - *Anastacia*	111951
It Takes More - *Ms Dynamite*	111967	Temple Of Dreams - *Future Breeze*	111953
Stop Crying Your Heart Out - *Oasis*	111968	La La Land - *Green Velvet*	111954
Get Over You - *Sophie Ellis Bextor*	111969	Love At First Sight - *Kylie*	111955
Unchained Melody - *Gareth Gates*	111684	Hot In Here - *Nelly*	111977
Julie - *Shaggy & Ali G*	111666	Evergreen - *Will Young*	111659
Blurry - *Puddle Of Mudd*	111974	Irie - *Luck and MC Neat*	111956
Whenever Wherever - *Shakira*	111661	Little Less Conversation - *Elvis vs JXL*	111957
Light My Fire - *Will Young*	111414	Were On The Ball - *Ant and Dec*	111958
Be Cool - *Paffendorf*	111962	Tranzy State Of Mind - *Push*	111959
Dove - *Moony*	111978	Roll Out - *Ludacris*	111979
Don't Let Me Get Me - *Pink*	111930	All I Want - *Bellefire*	111960
Just A Little - *Liberty X*	111935	In My Eyes - *Milk inc.*	111940
At Night - *Shakedown*	111963	Bop Bop Baby - *Westlife*	111941
Oops Oh My - *Tweet*	111932	Heartless Theme - *Heartless Crew*	111942

Chart Hits

Its Ok - *Atomic Kitten*	111938
Hungry - *Kosheen*	111899
Foolish - *Ashanti*	111921
Get Happy - *Zoe Birkett*	111928
Ride Wit Us - *So Solid Crew*	111667
Break Ya Neck - *Busta Rhymes*	111670
How You Remind Me - *Nickelback*	111671
Freeek - *George Michael*	111683
Motivation - *Sum 41*	111689
Aint It Funny (Remix) - *J Lo*	111690
Oi - *More Fire Crew*	111692
Tainted Love - *Marilyn Manson*	111888
4 My People - *Missy Elliott*	111890
Shake UR Body - *Shy FX & T Power*	111891
Its Goin Down - *X Ecutioners*	111892
One Step Too Far - *Faithless*	111893
Champagne Dance - *Pay As You Go*	111894
Vegas Two Times - *Stereophonics*	111922
If Tomorrow Never Comes - *Ronan*	111923
One Step Closer - *S Club Juniors*	111924
DJ - *H and Claire*	111925
Reason - *Ian Van Dahl*	111926
Escape - *Enrique Inglesias*	111927
Let's Push Things F... - *The Streets*	111929
Don't Let Me Get Me - *Pink*	111930
It's In Your Eyes - *Kylie Minogue*	111639
Love Foolosophy - *Jamiroquai*	111691
A World Of Our Own - *Westlife*	111654
Shoulda Woulda Coulda - *B. Knight*	111672
Somethin Stupid - *Robbie Williams*	111556
Gotta Get Through - *Daniel Bedingfield*	111545
Because I Got - *High Afroman*	111454
Hey Baby (Uhh, Ahh) - *DJ Otzi*	111446
Insatiable - *Darren Hayes*	111665
Different Point Of View - *DB Boulevard*	111662
True Love Never Dies - *Flip And Fill*	111655
Addicted To Bass - *Puretone*	111636
Always on Time - *Ja Rule*	111644
What About Us? - *Brandy*	111656
Ever So Lonely - *Jakatta*	111657
To Get Down - *Timo Maas*	111658
Moi, Lolita - *Alizee*	111660
A Mind Of Its Own - *Victoria Beckham*	111663
Crazy Rap - *Afroman*	111631
Blow Your Whistle - *DJ Alligator*	111567
Country Road - *Hermes House Band*	111571
Can't Get You Out Of My Head - *Kylie*	111388
More Than A Woman - *Aaliyah*	111626
Hero - *Enrique Iglesias*	111642

2001 - 2002 Hits

At The Movies - *Alien Ant Farm*	111646
Lovely - *Bubba Sparxxx*	111647
Points Of Authority - *Linkin Park*	111621
Smooth Criminal - *Alien Ant Farm*	111377
Rapture - *Iio*	111491
Teenage Dirtbag - *Wheatus*	111186
Heaven Is A Halfpipe - *OPM*	111269
In The End - *Linkin Park*	111485
In Too Deep - *Sum 41*	111559

Themes

Mission Impossible	111121
Only Fools And Horses	111369
Harry Potter	111548
Axel F Beverley Hills Cop	111601
Match of the Day	111126
Indiana Jones	111466
The A Team	111115
James Bond	111119
Spiderman	111645
The Good, The Bad & The Ugly	111181
Rocky	111141
Scooby Doo	111142
Blackadder	111609
Formula One	111610
Red Dwarf	111611
Ghostbusters	111455
Captain Scarlett	111605
Monty Python	111496
The Terminator	111602
Batman	111606
Pinky And The Brain	111607
Star Wars - *Cantina Theme*	111124
Star Wars - *Main Theme*	111125
The Flintstones	111465

Dance

Shooting Star - *Bang*	111588
Resurrection - *PPK*	111550
La Passion - *Gigi D'agostino*	111693
Castles In Sky - *Ian Van Dahl*	111270
Time To Burn - *Storm*	111835
Sandstorm - *Darude*	111290
Brainbug - *Nightmare*	111510
Heart of Gold - *Bang*	111753
Fire Wire - *Cosmic Gate*	111284
Airwave - *Rank*	111592
Set You Free - *N Trance*	111445
Touch Me - *Rui Da silva*	111839
Universal Nation - *Push*	111841
The Prophet - *CJ Bolland*	111831
Starlight - *Supermen Lovers*	111387
Café Del Mar - *Energy 52*	111386
Hide U - *Kosheen*	111379
Out Of Control - *Darude*	111391
The Launch - *DJ Jean*	111365
On The Move - *Barthezz*	111447
This Is Russian Trance - *PPK*	111834

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